BROKEN LEGIONS

Fantasy Skirmish Wargames in the Roman Empire

Mark Latham

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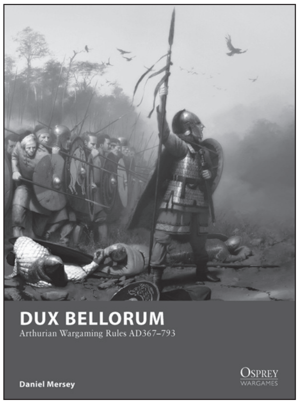
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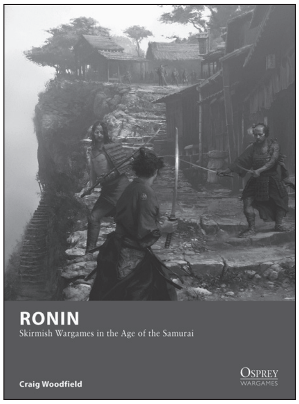
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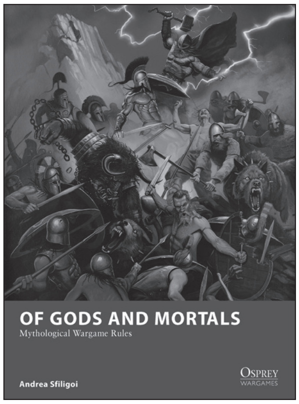
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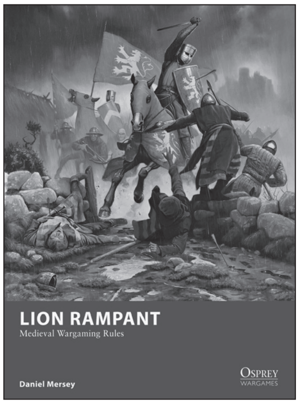
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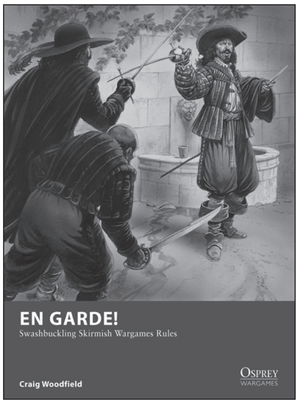
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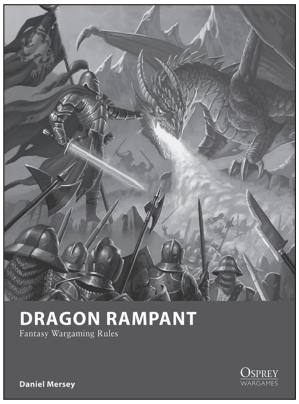
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FANTASY SKIRMISH WARGAMES IN THE ROMAN EMPIRE

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A DARKNESS RISES

For more than 500 years, the Roman Empire exercised control over the civilised world with an iron fist, seemingly all-powerful and limitless. And yet for much of its history, the power of Rome was secured not by its mighty legions, but by covert bands of warriors and agents bent on protecting the might of the Empire from powers beyond the ken of most mortals. In the time before the great civilisation tamed the wildest regions, mythical beasts, jealous gods and dark magic swept the land, and these forces, if unchecked, could do more harm to the Empire now than any phalanx of armed men.

The Emperor has sent forth his agents into the farthest reaches of the Empire, determined to seek out ancient treasures – artefacts hidden by the gods themselves – in order to ensure the might of Rome and its legions. In ancient temples, forgotten labyrinths and beast-haunted caverns, fortune and glory awaits those brave few who can avoid a painful death. However, the enemies of Rome are many, and in the darkness myriad foes gather to oppose the Emperor's chosen warriors. A clandestine war is being fought in the darkest corners of the world; a war for dominion, and for the favour of the gods.

The book that you hold in your hands contains the rules for *Broken Legions*. But it is far more than a rules manual – this is your gateway to an ancient world where magic and superstition is a very real part of life. With this book you can recreate the secret battles of the Roman Empire, a covert war waged against mythological monsters and forbidden cults, and side with the Empire or its foes to help or hinder Rome's dominion over the known world.

Broken Legions is designed for two or more players, with each taking control of a 'warband' of finely detailed miniatures. The rules enable you to move your models freely across a scenic battlefield, and utilize a large range of abilities and 'special rules' to give you a tactical edge over your opponents, often dictated by the roll of dice – what is a mythical adventure without the role of the Fates, after all?

Veteran tabletop gamers will recognize this book as a set of 'skirmish-level rules', but newcomers to the hobby should not be put off! These rules are intended to be accessible to all, and newcomers and experienced gamers alike will find all the information they need to start playing.

GETTING STARTED

Before venturing forth into the dark lands beyond Rome, it is advisable to first stop and acquaint yourself with the lay of the land…

THINGS YOU'LL NEED

In addition to the rulebook, there are a few basic things that you'll need before you can start playing this game.

- **An Opponent:** *Broken Legions* is primarily designed for two players, each taking charge of one of the sides in a battle. However, it's possible to have more than one player on each side, with multiple players forming teams.
- **Miniatures:** The warriors under your command are represented by tabletop miniatures. The average force, or 'warband', comprises between 7 and 12 models, preferably of 25–30mm scale.
- **Dice:** You will need a set of 10-sided dice (D10s). It will help if at least a few of these are a different colour from the rest.
- **Measure:** The movement of models and the measuring of weapon ranges requires the use of a tape measure or ruler, marked in inches (").
- **Counters:** There are certain game effects that some players may find it helpful to indicate with counters or markers. The most common are **Activated**, **Broken**, **Charge!** and **May**

Not Shoot. Certain scenarios also require **Objectives**, which can also be represented with simple counters, or with small scenic elements.

- **Warband Roster, Notepad and Pencil:** A warband roster is available for download from www.ospreygames.co.uk. This allows you to record the composition of your force, and make a note of its statistics and special rules for ease of reference. In addition, you may find a notepad and pencil useful for recording other special occurrences that may crop up.
- **Gaming Area:** You will need somewhere to play, ideally a flat surface or area of floor. The average gaming area is 3 feet (or 90cm) square, but can be larger or smaller depending upon the number of miniatures you want to use.
- **Scenery:** At a bare minimum you will need some model hills and some trees to provide objectives and block fields of fire. Many players go on to amass large scenery collections, with ancient ruins, roads, rivers, walls, hedgerows, Roman villas and watchtowers to populate their gaming tables.

THE RULES

Before diving straight into the rules, it's worth spending a moment establishing some of the basic principles of the game. Presented here are some conventions and abstractions that are used throughout this rulebook, so familiarising yourself with them is essential to gain a full understanding of the game.

MODELS & CHARACTERISTICS

Throughout these rules we refer to your playing pieces as 'models'. This is more than just a descriptive term, as we use 'model' specifically to mean a miniature from your collection, such as a Centurion or Chariot, rather than a piece of scenery such as a villa or tree.

All models in the game are categorised as either **Heroes** or **Henchmen**. Heroes have access to various special abilities. Henchmen are less powerful, but their numbers are invaluable to any strategy. A good commander will make use of both if he is to succeed.

All models in the game are represented by a 'profile', which is made up of seven characteristics. Each characteristic has a numeric value, usually between 0 and 5. The higher a characteristic's value the better. The characteristics are as follows:

- **Melee (ML):** Skill at arms in close combat.
- **Accuracy (AC):** Skill at arms with ranged weapons.
- **Physique (PQ):** Physical size, strength and toughness. The value in brackets is an additional Damage Bonus, used when fighting in melee.
- **Agility (AG):** Speed, initiative, wits and dexterity.
- **Presence (PR):** Courage, command skills and willpower.
- **Hit Points (HP):** The number of wounds a character can receive before dying. This is a pool, rather than a static value, and is reduced (and sometimes restored) during the course of a battle.
- **Fate (FT):** Luck and fortune, as determined by the gods. This characteristic is usually only possessed by Heroes.

TYPES OF WARRIOR

Also included on a model's profile is its 'Type'. This places every model in the game into a category, such as Infantry or Cavalry, and also identifies what special rules, if any, it possesses as standard.

- **Infantry:** Infantry models are the mainstay of most warbands. Any roughly man-sized, humanoid model, on foot, is classed as Infantry. They are usually mounted on 25mm round bases, although any base of 32mm or less is acceptable. Infantry models have no intrinsic special rules.

- **Cavalry:** A Cavalry model defines a man-sized creature that rides upon the back of a larger beast, usually a horse (or a creature that combines attributes of both man and steed, such as a Centaur). They are typically mounted on 40mm round bases, or special 'cavalry bases' (usually 25mm x 50mm). Both mount and rider are treated as a single model for all rules purposes. All Cavalry models have the Devastating Charge (p.28) special rule.
- **Chariot:** A Chariot is a large model, comprising one or more crewmen riding within an open, wheeled compartment, pulled by one or more horses. Chariots are not always mounted on bases, but sometimes come supplied with large oval or rectangular bases, about 80–100mm long. Like cavalry, all components of the model are treated as one for rules purposes. All Chariot models have the Construct (p.27) and Devastating Charge (p.28) special rules.
- **War Engine:** Artillery pieces such as catapults and scorpions, as well as other man-made constructs, fall into the War Engine category. These are not usually mounted on bases, although some are supplied with an appropriately sized stand. The war engine and its crew are treated as a single model for rules purposes. All War Engines have the Construct (p.27) and Cumbersome (p.28) special rules.
- **Beast:** A Beast is any animal that operates independently of a rider, such as a wolf or bear (although sometimes Beasts are controlled by a nearby Infantry model that acts as a handler). Beasts are typically mounted on 40mm round bases, or cavalry bases. All Beast models have the Act on Instinct (p.26) and Deadly Natural Weapons (p.27) special rules.
- **Monster:** A Monster is any large model that does not easily fit into other categories. These range from Minotaurs to Gorgons. Monsters can be mounted on any appropriately sized base, up to a maximum of 100mm diameter. All Monsters have the Deadly Natural Weapons (p.27) and Fearsome (p.28) special rules.

EXAMPLE PROFILE

Henchman	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear
Legionary	4	3	3 (+0)	3	4	2	–	Infantry	Shield Drill, Shieldwall	Gladius, Heavy Armour, Tower Shield

READING THE DICE

All of the dice used in *Broken Legions* are ten-sided (D10). If you are required to roll multiple dice, the rules may direct you to roll 2D10, 3D10 and so on. If the score of the dice roll is to be modified (see Modifiers, below), the rules may, for example, ask you to roll D10+2 (roll one D10 and add 2 to the result). D10-2 would indicate a penalty rather than a positive modifier.

Sometimes you may be asked to roll a D5. This is simply the result of a D10 halved, rounding fraction up. So a result of 1–2 = 1, 3–4 = 2, etc.

TESTS, CONTESTS & ROLLS

The majority of actions in the game take the form of 'tests' and 'contests'. A test is a dice-roll that uses a model's characteristics to determine if a specific task (firing a bow, issuing an order, charging an enemy, etc.) has been completed successfully. A contest works on a similar basis, but involves two opposing models competing against each other for success (such as striking blows in combat).

TESTS

Roll D10 and add the relevant characteristic, and any modifiers (positive and negative). If the final total is 10 or more, the test is successful.

The Rule of One: When taking a standard test, an unmodified roll of '1' on the die is always a failure. If you are entitled to roll more than one die and choose the highest, this rule only applies if all the dice are 1s.

CONTESTS

A contest, or 'opposed roll', is most commonly used when attacking and inflicting damage on an opponent, and requires both combatants to make a roll and compare the scores. Various bonuses and modifiers are often applied to confer advantages and penalties on one side or another. The highest total score is the winner of the contest.

The Most Important Rule
It's almost impossible for a set of game rules to account for every conceivable situation that may arise. Therefore, disputes over the rules should always be reasonably discussed and solved in the spirit of cooperation and sportsmanship. Ultimately, if no agreement can be reached, we recommend that one player rolls a die: on a result of 6+ his interpretation of the rule is right this time; on a 1–5, the opposing player is right. Always remember that the aim of the game is to have fun in a friendly, competitive spirit – and that means letting your opponent have fun too.

ROLLS

A Roll is simply a free roll of the dice, sometimes with modifiers and bonuses, used to determine a specific outcome. These are most commonly used to look up a result on a table (where you simply roll a D10 or D5 and cross-reference the score with a table to decide what happens).

RE-ROLLS

Sometimes you will be allowed to **re-roll** the dice for a test, contest or roll. Unless stated otherwise, this means you must take all of the dice that you originally rolled, and roll them again. The result of the second roll must be accepted, even if it is worse than the first. No matter how many re-roll special rules you have, you may never re-roll a re-roll.

MODIFIERS

You will often find situations in games when your chance of success on any given test will be modified. 'Modifiers' make it easier or harder to succeed. There are two common types of modifier – those that adjust dice scores, and those that adjust characteristics.

DICE ROLL MODIFIERS

When you are told to adjust a dice roll, you should add or subtract the specified modifier from the total that you rolled on the dice. So, for example, if the modifier is expressed as '-1 from your Agility test', then you should take the test as normal, and deduct 1 from the result. The results are cumulative with each other, and there is no limit to how high or low the result can be (so a D10 roll of 6 with two '+1' modifiers would be 8, for example).

CHARACTERISTIC MODIFIERS

Sometimes you will be asked to reduce or increase a characteristic. The rule will specify whether this is temporary (for the duration of a single test), or for the rest of the game. A characteristic may never be reduced to less than 1 or higher than 6, even if several cumulative modifiers apply.

RANDOMIZING

Sometimes, you'll be asked to randomly pick between several models, objectives, items, etc. If randomizing between two items, simply roll a D10, nominating each item odds or evens. If randomizing between more items, allocate a D10 score to each item, and then roll the dice to see which is selected.

ROLL-OFFS

When players are asked to 'roll off', this simply means that each player rolls a D10, and the player who scores the highest 'wins' the roll-off. If the scores are tied, the dice must be rolled again until there is a clear winner.

MEASURING

Tape measures are used to gauge the distance a model can move, or measure the distance between a warrior and another point on the tabletop. During the game, any distance can be measured by any player at any time. Any measurement between two different miniatures, or between a miniature and an obstacle or terrain piece, must be taken between the closest points on their base edge.

SCENARIOS

Each game that you play represents a conflict between opposing sides, and the aim is usually to complete one or more objectives in order to determine a winner. For this reason, *Broken Legions* is structured around scenarios (p.52), which provide a variety of gaming set-ups, special deployments and victory conditions to keep each game fresh and challenging.

THE TURN

To mitigate the brutal reality of combat, we structure the game by breaking it down into a series of 'turns', in which players take it in turns to move and fight with their models.

During each turn, players should execute the sequence below. When the turn sequence is completed, a new turn will start and the process begins again. Turns will go on until the scenario goals are achieved, or until the scenario's turn limit is reached.

THE TURN SEQUENCE

- **Initiative:** Determine which player gets to go first. Play always alternates from model to model in each phase, starting with a model from the side of the player with the Initiative.
- **Action:** In this phase, the player with the Initiative chooses one of his models to 'activate', resolving its movement and other action(s); then the opponent does the same, and so on until all models that can act have done so.
- **Melee:** In this phase, all models that are Locked in Melee must now fight.
- **Recovery:** One model at a time, alternating as before, players may Rally Broken models (or flee), attempt to recover from injuries, and resolve effects in play.

THE INITIATIVE PHASE

At the beginning of each game turn, the Initiative much be established. This is vital, as the player who holds the Initiative will go first, and often dictates the order of play as a result.

To establish the Initiative, each player rolls a D10 and adds the current Presence value of his warband's Leader. The highest score takes the Initiative. If the result is a tie, then the player who went last in the previous turn gains the Initiative this time around.

Unless the scenario specifies otherwise, in the first turn of the game you will normally have to keep rolling the Initiative to resolve tied scores.

THE ACTION PHASE

In this phase, models manoeuvre around the battlefield, charge their foes, shoot with bow and sling, and entreat the gods for aid.

Beginning with the player who has the Initiative, each player takes it in turn to select and 'activate' one of their models. If one side has more models than the other, all remaining models are moved by their owning player, one at a time, until every model that can activate has done so.

Unless it is Broken, **a warband's Leader must always be the first model to be activated.** Once the Leader's activation has ended, remaining models in the warband may be activated in any order. A model that is Locked in Melee may only be activated if it has access to an action that may specifically be used whilst in melee (such as certain Heroic Actions and Miracles).

Once activated, a model may Move (make a 'normal move' or declare a charge) if it wishes. Once any movement is resolved, the model may then perform one action from the list on p.13 if it is able to do so. Moves always take place before other actions, and are therefore presented first, below. Note that a model cannot choose to make a second move as its action – this movement occurs only once, if at all.

When a model has completed its activation, place an Activated counter next to it to remind you that its turn is complete.

MOVE

When activated, there are two forms of movement open to a model: a Normal Move and a Charge. Only one may be chosen, using the rules that follow.

NORMAL MOVES

A 'normal move' is carried out by placing a measure at the front of a model's base, and moving the model so that the same point of the base (see Diagram I) is positioned no further away than

their maximum movement allowance (see the Movement Rates Summary table, below). A model does not have to move in a straight line, nor does it have to move its entire allowance – it can stop short, or choose to remain stationary. A model may not move closer than 1" to an enemy as part of a normal move. Models that are Broken or Locked in Melee may not make normal moves.

Movement Rates Summary

Model Type	Max. Movement Allowance	Charge Distance	Run/Flee Distance
Infantry	6"	D5+Ag"	D5+Ag"
Cavalry	10"	D10+Ag"	D5+Ag"
Chariot	10"	D10+Ag"	–
War Engine	3"	–	–
Beast	8"	D5+Ag"	D5+Ag"
Monster	8"	D5+Ag"	D5+Ag"

PRONE MODELS

In some situations, either by accident or design, a model may become Prone. Only Infantry, Beasts and Monsters may become Prone. If any other model type is forced to become Prone (because they fell down a gap, for instance), then they ignore the following rule, but take one automatic wound instead.

Prone models are laid down on their sides, space permitting, and may not stand up until their next activation. While Prone, a model may perform no action other than to Hide, and will suffer penalties if attacked in combat.

Prone models may stand up as part of a Normal Move, costing them half their remaining movement allowance (rounding fractions down to the nearest whole inch). Models may also choose to remain Prone during their activation (usually because they are hiding), and may crawl along the ground at half their usual movement rate as a Normal Move.

CHARGE

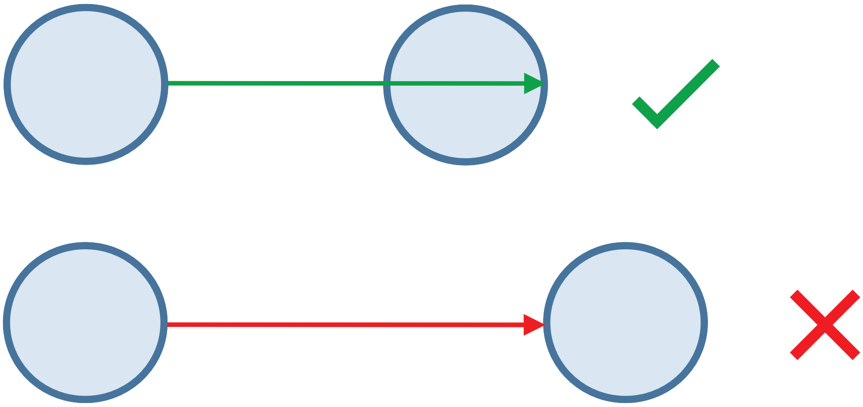
Any model Type except War Engines can declare a charge against an enemy. To charge an opponent, the model must not already be Locked in Melee, Prone or Hidden, and must have a line of sight to the target.

Once a model declares a Charge, simply roll a D5 (D10 for Cavalry and Chariots) and add the model's Agility characteristic to the result to see how far it may charge (the total is the number of inches the model may move). This total distance is treated as a movement allowance, and all of the rules for Normal Moves apply to Charge actions. However, a charging model may move to within 1" of an enemy, as long as it ends its move in contact with an enemy model.

Measure the distance between the edge of the model's base and the closest edge of the target's base. If the target lies within the range rolled, move the charger so that it is base contact with the target. The two models are then Locked in Melee until one of them flees or is removed as a casualty. Place a Charge! counter next to the model that has charged to remind you – in the Melee Phase, later, it is important to remember which models charged this turn.

If the target is behind and in base contact with a narrow barrier (no wider than 1") that could feasibly be fought over (like a low wall or hedgerow), then the charge may still be completed even though the barrier is between the two combatants. Treat the two models as being Locked in Melee. However, the target model counts as defending a barrier (p.18).

Diagram I: Measuring Movement
When moving a model, you must always measure from the front edge of the base to the front edge, so as not to exceed the maximum movement allowance.



FAILED CHARGES

If the charge distance was not sufficient to reach the target, the charge fails. The model must still move the charge distance directly toward the original target, stopping if this move would bring it closer than 1” to an enemy model, and may perform no further action this turn except to Run.

MOVING THROUGH TERRAIN

When moving, a model may pass through terrain or over barriers and other obstructions. These have their own effects on movement. If there are no obstructions in the model’s path, then it is considered to be passing through Open Terrain, and can move freely. A model may never move through – nor end its move on – other models or Impassable Terrain. The types of terrain found in the game are:

- Open Terrain
- Difficult Terrain
- Dangerous Terrain
- Impassable Terrain
- Barriers and Gaps

OPEN TERRAIN

Wide, open spaces that are easily traversed. Most non-modelled areas of gaming boards, plus roads, bridges and gently sloping hills fit into this category. It is the most common category and, as such, no special rules apply.

DIFFICULT TERRAIN

An area of terrain that slows down movement due to its density or difficulty to traverse. Examples include dense forests, steep slopes, shallow rivers and fords, and very rocky ground or scree, etc.

To pass through Difficult Terrain, as soon as a model comes into contact with the area, take an Agility test. If successful, continue moving as normal. If the test is failed, the model’s remaining movement allowance (or charge distance) is halved for the rest of this phase – it must test again in its next turn if the terrain is not cleared.

DANGEROUS TERRAIN

An area of terrain that is treacherous to cross, or very slow going. Examples include weak rope bridges, swamps, iced-over lakes and fast-flowing rivers.

To pass through Dangerous Terrain, as soon as a model comes into contact with the area, take an Agility test. If successful, the model’s movement allowance (or charge distance) is halved for the rest of the phase. If the test is failed, the model may not move further in this phase, and must immediately pass a Physique test or take one wound. The model must test again in its next turn if the terrain is not cleared.

IMPASSABLE TERRAIN

Terrain that cannot be entered, moved through or climbed over. Examples include sheer cliff faces, trees, massive stalactites and locked buildings.

BARRIERS AND GAPS

A narrow linear piece of terrain that looks as though it could be climbed or jumped. Examples include fences, walls and hedges, streams and fissures. As a rule of thumb, we define a barrier as any linear obstacle that is no taller than the model attempting to cross it, and no wider than 1”. A gap, on the other hand, can be leapt over as described later.

When attempting to jump or climb over a barrier, the model must take an Agility test. If successful, place the model on the other side of the barrier; it may continue its move normally, counting the width of the barrier as part of its movement allowance. If the Agility test is failed and the scenery was a normal barrier, such as a wall, the model simply remains where it was and its movement ends at once.

Note that this test can also be used by Infantry models when climbing up or down a vertical surface using a ladder or rope, for example – in this instance the model must have enough movement to reach the next level of the climb; it cannot end its move halfway up a ladder.

JUMPING GAPS

A model can attempt to jump a gap up to a width equal to its own Agility value in inches. Take an Agility test. If passed, place the model on the other side of the gap, in base contact with the ledge. The model may continue its move if it has any movement allowance remaining, counting the width of the gap against its allowance. If the test is failed, the model falls down the gap, which may result in falling damage. Lie the model down at the bottom of the gap, or in its starting position if there’s no room. Take a Physique test, with a -1 penalty to the dice roll for every full 2” of drop (for Infantry and Cavalry) or 3” (for Beasts and Monsters). If this test is failed, the model takes a number of wounds equal to the penalty it received on the dice roll. If it survives, it becomes Prone.

Scenery
It is impossible to account for everyone’s individual scenery collection, as scratch-built and commercially purchased terrain varies immensely. However, it is worth defining the areas of your battlefield, at least so that things like Difficult and Dangerous Terrain are clearly delineated. This is simplest to achieve when similar scenic items are grouped together on a large base. For example, a small stretch of woodland would be a base of uneven ground with a few trees on it – when a model crosses onto the base, it can be said to have entered Difficult Terrain. Some of the rules later discuss various types of ‘terrain feature’ – the forest example above might be called a ‘forest terrain feature’ or ‘woodland feature’.

ACTIONS

A model’s remaining action is chosen from the following list:

- Run
- Hide
- Ranged Attack
- Perform Miracle
- Heroic Action

Note that some models may possess special actions beyond this list – these are activated just like a regular action. In addition, some rare characters may be able to perform multiple actions in one turn – if this is the case, they must take all of the actions they wish before play passes to the opponent.

RUN

This action may be performed by any model type except Chariots and War Engines.

Once a model declares a Run action, roll a D5 and add the model’s Agility characteristic to the result to see how far it goes (the total is the number of inches the model may move). Note that, unlike Charges, all models roll a D5, regardless of their Type. This total distance is treated as a movement allowance, and all of the rules for normal movement apply to Run actions. A Run may never be used to enter combat with an enemy model.

HIDE

This action may be performed by Infantry and Beasts. If the model is within 1” of a barrier or substantial piece of terrain (at least half the total height of the model), and out of line of sight of an enemy model (p.14), then it may choose to Hide. Lay the model on its side and declare that it is hidden. The model is now Prone until it stands up again. A Hidden model that stands up is automatically revealed.

As stated earlier, Prone models may move by crawling. A model may remain Hidden while it crawls, so long as it stays within 1” of obscuring scenery, and does not move within line of sight of an enemy.

A model stops being Hidden as soon as an enemy can draw a clear line of sight to it (although it remains Prone until it stands up). Until then, however, it cannot be shot at or charged, or targeted with certain Miracles, as per the normal Line of Sight rules.

RANGED ATTACK

When attacking with a ranged weapon, such as a bow or throwing axe, the attacker simply chooses an enemy within range and line of sight, and takes an Accuracy test (plus or minus any modifiers). If the test is successful, the target is hit, and the attacker must roll for damage.

A model that is Locked in Melee, or that is partially obscured by intervening friendly models, may not be targeted by a Ranged Attack.

The attacking model also rolls a Critical die (a different-coloured D10). If the result of this die is a 10, and the attack is successful, then the attack inflicts 1 automatic wound in addition to any other damage you may roll. If the Critical die scores a 1, however, and you fail to hit your target, then you have Fumbled. This causes the model to break a bowstring or drop its weapon – your model may not shoot in the following turn. Place a May Not Shoot counter next to it; you might also like to note the turn number on your warband roster to make it clear when it may shoot again. If the model could not shoot next turn anyway due to the Slow to Reload special rule, then the effect is cumulative, and it must miss two turns of shooting.

Ranged Attack Modifiers	
Target is Very Large*	+1
Target at Long Range**	-1
Target Behind Cover***	-1

* At least twice the height of a cavalry model, and occupying a base no smaller than 40mm.
** Long Range is more than half the weapon's range, but still within the maximum range permitted.
*** At least half the model, not including protruding weapons and equipment, is obscured by intervening scenery.

LINE OF SIGHT

In *Broken Legions*, if you can trace a line between firer and target, you may shoot. Sometimes terrain or other models may be in the way of a shot, but if you get down to table level for a model's-eye-view, you may find the target is only partially obscured. If the scenery or model completely obscures the target from view, the target cannot be seen.

A target's protruding weapons, billowing cloaks and other equipment is not taken into account for the purposes of line of sight, as these are always assumed to be in motion, and not part of the model's physical location. As a quick rule of thumb, if a weapon, piece of equipment or clothing overhangs the model's base, or extends above its head, it is ignored for working out line of sight.

RANGED WEAPONS

Weapon special rules are detailed on p.32.

Ranged Weapon	Range (")	Damage Bonus	Weapon Special Rules
Short Bow	18	+2	–
Composite Bow	20	+3	Armour Piercing, Take Aim
Longbow (Arcubus ligneis)	24	+3	Take Aim
Javelin/Pilum	PQx2	+2	Thrown Weapon
Sling	12	–	–
Throwing Knife	PQx2	–	Thrown Weapon
Throwing Axe	PQx2	+1	Thrown Weapon
Whip	6	+2	Ensnare
Scorpion	30	+4	Slow to Reload, Armour Piercing
Ballista	48	+5	Slow to Reload, Armour Piercing
Onager/Catapult	48	+3	Area Effect, Inaccurate

DEALING DAMAGE AT RANGE

Once an enemy is successfully hit by a Ranged Attack, the attacker must roll to damage them. The attacker rolls once for each successful hit.

This is a contest – the attacker rolls a D10, adding his weapon's Damage Bonus. The defender rolls a D10 and adds his Armour Bonus (see below). If the defender's score is higher, or the scores are equal, there is no effect. If the attacker's score is higher, however, he inflicts one wound, deducted from the enemy's Hit Points pool.

When a model has been wounded by a Ranged Attack, it must take a Presence test. If passed, there is no further effect. If the test is failed, the model immediately becomes Broken (see below).

Removing Casualties

When a model is reduced to 0 Hit Points or less, it is immediately removed from play as a casualty. Take the model off the gaming area and place it to one side – it is 'dead', or at least unable to continue the battle.

Broken Models

At various times during a battle – usually as a result of injury – a model may become Broken, his morale having become so shaken that he flees in panic.

As soon as a model becomes Broken, place a Broken counter next to it to remind you. The model can do nothing in the turn that it becomes Broken. In the Recovery Phase (p.19), the model will have a chance to Rally (recover its senses).

PERFORM MIRACLE

Some models, such as Druids or Acolytes of Mars, are able to harness the supernatural powers of their patron deity to use in battle. These models utilise the Perform Miracle action to achieve various effects.

The use of the Perform Miracle action is discussed at length on p.23. Note that some Miracles may be performed even when the priest is Locked in Melee – these are exceptions to the usual rules for actions, and will be clearly marked in the Miracle's rules.

HEROIC ACTION

Heroes are entitled to perform special actions, which are detailed on p.20.

THE MELEE PHASE

In this phase, all models that are Locked in Melee must fight in the deadly hack and slash of close combat.

WHO CAN FIGHT?

Before melee begins, take a moment to ensure all the individual combats are clear. If possible, **there should always be a single model on one side, fighting against one or more opponents –** never multiple models on both sides. Where each side has several models in base contact with each other, players must split off combatants into two-sided fights. Where there are multiple possible opponents to split off, the player with the Initiative decides how the combats are split.

ORDER OF COMBATS

The player with the Initiative for the turn chooses the order in which each combat is resolved, picking a group of combatants at a time until every combat on the board has been worked out.

Theoretically, all models that are Locked in Melee have a chance to attack their enemies. However, the order in which blows are struck is vital – a defending model may be slain before it has the chance to fight back.

Models within a combat attack in the following order:

- Models that charged always attack first. If several models have charged this turn, in order of Agility, highest to lowest. In the case of a tie, the player with Initiative decides which side's charging models attack first.
- All other models in a combat attack in order of Agility, highest to lowest. In the case of a tie, the player with Initiative decides the order.
- This sequence is followed until all models in a combat that can attack have done so.

MELEE ATTACK

A model making a Melee Attack must choose an enemy in base contact, and initiates a contest with his target (referred to hereafter as 'the defender'). Both models roll a D10 and add their Melee value, plus any modifiers to which they are entitled. Unless they have a special rule that states otherwise, models are assumed to make only a single attack. If the attacker is able to make multiple attacks, he rolls one D10 for every attack he is entitled to, and chooses the highest value for the contest. The attacker must also roll one additional D10, preferably of a different colour from the rest – this is his Critical die (see below).

An attacker may have an Attack Bonus based on the finesse or reach of the weapon he is using, or an advantage due to being on high ground, for example. Likewise, the defender may incur penalties if he is Prone or outnumbered. Once the totals have been calculated, compare the scores – if the attacker's total is higher, the target is hit, and he must now roll to wound (see Dealing Damage, below). If the attacker fails to beat the defender's score, no hit has been scored.

Melee Attack Modifiers	
Attacker on high ground*	+1
Attacker charged this turn	+1
Attacker carrying tower shield	-1
Defender is behind a barrier	+1
Defender Outnumbered**	-1
Defender is Prone	-1
Defender is Broken	Hit Automatically

* Occupying the crest of a hill or wall, higher up a flight of stairs, etc. At least half the defender's height difference, but feasibly within reach for an attack.
** This penalty is cumulative for every attacker after the first. So a model surrounded by three enemies would defend with a -2 penalty.

THE CRITICAL DIE

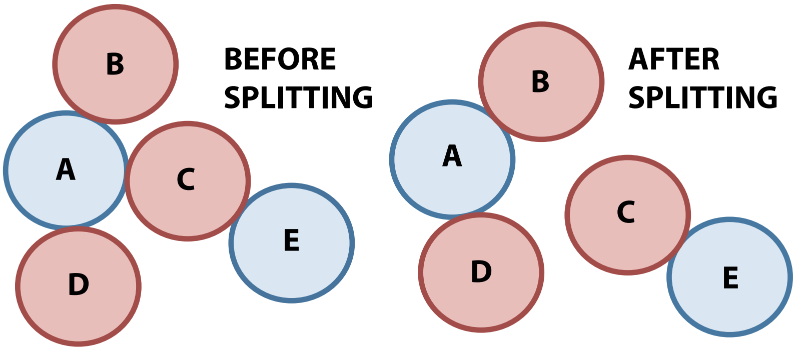
Regardless of how many attacks a model makes, only one Critical die is ever rolled in each round. The result is not used to determine the result of the contest. Instead, if the result of this die is a 10, and the attack is successful, then the attack inflicts 1 automatic wound in addition to any other damage you may roll (see Dealing Damage, below). If the Critical die scores a 1, however, and you fail to hit your target at all, then you have Fumbled. In close combat, this means that the defending model immediately takes a free attack against the fumbling model, acting out of sequence and following all of the usual rules (if this free attack is Fumbled, however, there is no further effect).

SPECIAL MELEE RULES

MULTIPLE MELEE

In a turn where multiple models have charged, especially when they have charged into an existing melee, it can become a little confusing to work out who is fighting whom. As each fight is resolved in turn, with models being issued Melee Attacks one at a time, it's usually pretty clear who each model is striking. However, at the end of the Action Phase, it's worth spending a moment looking at any models still Locked in Melee. Ensure that models are paired off where possible, moving other fighters away slightly to make it clear which models are Locked in Melee with each other. Sometimes a model will end up Locked in Melee with more than one enemy. In any situation where a mass of models from all sides are in contact, and a model could feasibly end up Locked in Melee with one of several enemies, the player with the Initiative should decide how the melee should be split. See Diagram II for an example of resolving a melee involving multiple combatants.

Diagram II: Multiple Melee
In this example, the Centurion (A) has charged a Barbarian Warrior (B). In the same Action Phase, two more Barbarian Warriors (C and D) charged the Centurion in retaliation. Finally, a Roman Legionary (E) charged one of the Barbarians. After splitting the fights, Legionary E is left fighting Warrior C in a one-on-one fight. The remaining Barbarians (B and D) are fighting the Centurion. Note that everyone but the original target, Barbarian B, has charged this turn.



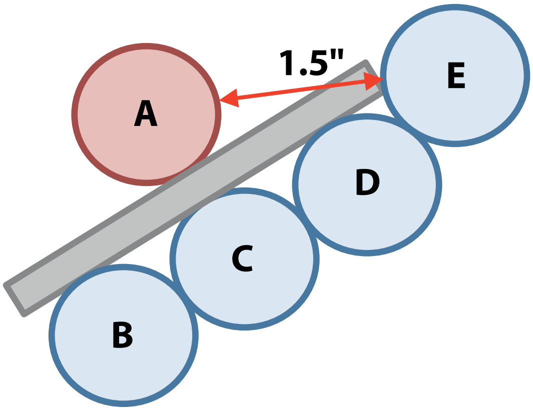


Diagram III: Defending a Barrier
Barbarian A, defending a wall, is charged by a group of Roman Legionaries (B–E). Legionaries B, C and D contact the wall and are within 1" of the Barbarian, so all three become Locked in Melee with him. Legionary E, meanwhile, is more than 1" away, and so his movement would not have qualified as a Charge, as he did not make contact with his intended target.

DEFENDING A BARRIER

If a model is attacked while it is behind a barrier and the attacker is on the other side, then he benefits from defending the barrier. The defender gains a +1 bonus to his roll to avoid being hit (see Melee Attack Modifiers, above). Although any attacking model within 1" of the defender will count as being Locked in Melee (see Diagram III), the defender will not suffer the penalty for being outnumbered unless he is also Locked in Melee with an enemy on his own side of the barrier.

DEALING DAMAGE

Once an enemy is successfully hit by a Melee Attack, the attacker must determine what, if any, damage is inflicted. The attacker rolls to damage his foe once for every attack he made (it does not matter if only one of his dice beat the defender – a single success means that all of his blows hit). Roll separately for each hit.

Again, this is a contest – the attacker rolls a D10, adding his Strength Bonus plus his weapon's Damage Bonus (see below). The defender rolls a D10 and adds his Armour Bonus (see below). If the defender's score is higher, or the scores are equal, there is no effect. If the attacker's score is higher, he inflicts one wound, deducted from the enemy's Hit Points pool.

When a model is reduced to 0 Hit Points or less, it is immediately removed from play as a casualty. Take the model off the gaming area and place it to one side – it is 'dead', or at least unable to continue the battle.

STRENGTH BONUS

When calculating melee damage, an attacker adds a modifier based on his Physique characteristic (and shown in brackets after it on his profile) – the Strength Bonus. The bonus is calculated as follows:

Strength Bonuses						
Physique	1	2	3	4	5	6+
Strength Bonus	-1	+0	+0	+1	+1	+2

MELEE WEAPONS

Weapon special rules are detailed on p.32.

Melee Weapon	Attack Bonus	Damage Bonus	Weapon Special Rules
Battle Axe	–	+2	Heavy, Two-handed
Buckler (Cetratus)	–	–	Defensive Weapon
Cavalry Spear	+2	+3/+0	Cavalry Only, Damage Bonus applies only during a turn in which the wielder Charges.
Celtic lance (Framea)	+2	+1	Support Attack, May also be thrown (as Javelin, see Ranged Weapons)
Falx	–	+2	Two-handed
Flail	–	+2	Heavy
Gigantic Club	–	+2	Heavy
Gladius	+2	+1	Armour Piercing, Single-Handed Weapon
Hand Weapon*	+1	+1	Single-Handed Weapon.
Net**	–	-1	Ensnare
Punch Spike	+1	–	Single-Handed Weapon
Spear	+2	+1	Support Attack
Staff	–	+1	–
Trident**	+1	+2	Armour Piercing, Support Attack
Unarmed	–	-1	–
Warhammer	-1	+3	Heavy, Two-handed

* This category covers any number of single-handed weapons that aren't listed elsewhere, from simple knives and clubs to exotic swords, maces and axes.
** These weapons are unusual in that they make use of the Two-Weapon Fighter rule when paired (p.30).

ARMOUR

Most models wear armour of some description, and this provides a defensive Armour Bonus to resist damage.

Armour	Armour Bonus (cumulative)	Special
Light Armour	+1	–
Heavy Armour	+2	-1 Agility
Shield	+1	–
Tower shield (Scutum)	+2	-1 Melee Attack rolls; Infantry Only

LOSING A FIGHT

A model that is wounded in melee may decide that discretion is the better part of valour, and flee from his attacker.

Once an attacker has wounded an enemy model and resolved his remaining attacks, the wounded model must take a standard Presence test (modified with a -1 penalty if there are two or more enemies in base contact). If passed, the model remains Locked in Melee, and there is no further effect. If the test is failed, however, the model immediately becomes Broken, and flees directly away from his attacker(s), moving a number of inches equal to a D5 roll plus its Agility characteristic, moving around other models and scenery as required. The model must use the entire movement allowance, unless it is physically unable due to the proximity of Impassable Terrain, for example.

If a model cannot flee due to being trapped in place by multiple models and/or scenery, then it becomes Broken, but remains Locked in Melee – a dire situation indeed!

THE RECOVERY PHASE

In this phase, outstanding effects are resolved, and players check to see if their side has achieved its objectives and secured victory.

The Recovery Phase contains several stages, which must be carried out in order:

- Resolve Persistent Effects
- Take All is Lost! tests
- Rally Broken models
- Move Fleeing models

RESOLVE PERSISTENT EFFECTS

Some game effects (usually from Miracles) remain in play for several turns. Beginning with the player with Initiative, each player resolves one of his warband's effects in play.

ALL IS LOST!

As soon as a warband is reduced to 25% or less of its starting number of models (rounding up), the remaining members must test to see if they flee the battle entirely! Take a standard Presence test for each model in turn (using the Leader's Presence value if he is within proximity). If the test is failed, the model flees the battle, and is removed as a casualty at once. If the test is passed, they remain in play as normal. Even models that are Broken must take this test.

For example, a warband that starts the battle with 9 models will take All is Lost! tests when they are reduced to three models or fewer. A warband that starts the battle with 15 models would start to test when they are reduced to four models or fewer.

RALLY BROKEN MODELS

All Broken warriors may attempt to gather themselves and return to the fight. Beginning with the player with Initiative, and taking turns one model at a time, take a standard Presence test for each Broken model (using the Leader's Presence value if he is within proximity). If the test is failed, the model will flee (see below). If the test is passed, the model is no longer Broken, and may act normally from the start of the following turn.

MOVE FLEEING MODELS

Any models that failed to Rally must now flee. The player with the Initiative chooses one of his Broken models (if he has any), and resolves this special, compulsory move. The opponent then moves one of his Broken models, until all Broken models have fled.

A fleeing model moves a number of inches equal to a D5 roll plus its Agility characteristic, which is treated just like a normal move, except that the model must use up the entire distance rolled if possible. Models are moved using the following criteria:

- The model must move away from the nearest enemy, but may not end this move closer to an enemy model than it started.
- The model must move around Impassable Terrain and friendly models by the shortest possible route.
- The model will move through terrain as required, unless its rules forbid it. It will not climb or jump, however, unless there is nowhere else for it to go.
- If the model's flight would take it off the gaming table, it is removed as a casualty.

HEROES

Heroes are extraordinary individuals, possessed of great battle prowess, cunning or even touched by the gods and destined for glory.

FATE

The Fate characteristic sets Heroes apart from other mere mortals. Whenever a Hero suffers his last wound for whatever reason, take a Fate test before removing him as a casualty. If the test is passed, the model remains in play with 1 Hit Point left on his profile, regardless of how many wounds were just inflicted. After the test is resolved, reduce the model's Fate value by 1 point (to a minimum of 1).

Note that if a Fate roll is ever able to be re-rolled, the Fate value is only reduced after the re-roll is taken, not before.

If the model is 'killed' again in the same turn (by taking a Melee Attack from another model in the same combat, or a Ranged Attack from another enemy, for example), simply take another Fate test – it will, however, be harder each time.

HEROIC ACTIONS

To represent their heroism and reputation, all Hero models have access to the Heroic Actions below, which they may use in the Action Phase in place of a regular action.

BRING HIM DOWN!

The Hero singles out an enemy and instructs his archers to bring him down! Nominate one enemy model within line of sight of the Hero. For the remainder of the phase, any friendly models attacking the target with a missile weapon add +1 to their Ranged Attack roll.

CLASH OF CHAMPIONS

The Hero issues a martial challenge to an enemy Hero within 6" and line of sight. This action may be used even if the Hero is Locked in Melee. The target Hero may not be Prone or Broken, but may himself be in melee. The path between the two models must not be blocked by Impassable Terrain, although other forms of terrain and intervening models are not taken into account.

The target must decide whether to accept the challenge or not. If he does not, he immediately suffers a -1 modifier to his Presence value for the remainder of the turn, as he quails in fear, or at least loses face in front of his men. If the target accepts the challenge, it is moved into base contact with the model that issued the challenge immediately, ignoring Difficult and Dangerous Terrain and intervening models. If either/both the models was Locked in Melee, all other combatants are moved out of base contact with them, so that only the two challengers remain. No other model may Charge either of the challengers for the rest of the phase (except Wandering Monsters, p.53).

ENTREAT THE GODS

As battle rages, the hero prays to his patron deity in his time of need.

Roll a D5 and consult the following table, deducting 1 from the die roll if the Hero has already used this action at least once during this battle:

Entreat the Gods

D5 Roll	Result	Effect
0–1	Wrath of the Gods	The gods tire of the Hero's whining, and conspire to test his faith. The Hero loses 1 Fate point.
2	Uncaring Gods	The gods do not listen. There is no effect this time.
3	Eye of the Gods	The gods take notice of the Hero's deeds, and offer a small sign of their blessing, but offer no active assistance. The Hero regains one action spent this turn, but there is no further effect.
4	Blessing of the Gods	The gods offer a sign to the Heroes who fight in their name. The Hero regains one action spent this turn. In addition, the Hero and all friendly Hero models within 6" of him gain +1 'free' Fate point until the end of the turn.
5	Favoured of the Gods	The Hero regains one action spent this turn. In addition, enemy priests within 12" of the Hero suffer a -1 penalty to the Perform Miracle action. Finally, the controlling player gains 1 re-roll, which may be used on behalf of any of his models this turn. If it is not used by the end of the turn, the re-roll is lost.

HOLD THE LINE!

The Hero issues a rallying cry to the men around him. The Hero, and all friendly models within 3”, may re-roll failed Presence tests until the end of the turn.

TO ME, MEN! (LEADER ONLY)

A warband’s Leader may perform this action even when he is Locked in Melee. Instead of acting himself, he issues orders to nearby warriors, who rally to his call.

Roll a D5. That many friendly Henchmen within 6” of the Leader take their activations immediately after his, ignoring the usual alternating sequence, until all models affected by this rule have acted. They must still follow the usual activation rules. The controlling player may choose not to activate eligible Henchmen, instead activating them later in the Action Phase as normal.

Whatever else they opt to do, these Henchmen must move or charge in order to end their activation closer to their Leader than they began.

MIRACLES

Though Rome would have the people believe otherwise, the worship of old and foreign gods is still very much active in the dark corners of the Empire. In the covert war for the fate of Rome, blessings, curses and summonings can be as potent as any assassin's poison or gladius thrust.

PERFORM MIRACLE (ACTION)

The Perform Miracle action is activated simply by taking a standard Presence test. Success indicates that the Miracle is conjured and its effects are resolved. Failure usually indicates that nothing further happens. When attempting the Perform Miracle action, the player must also roll a different-coloured D10 along with his test dice – this is the Wrath of the Gods die, and works much like the Critical die does for combat.

As mentioned earlier, some Miracles may be performed even when the priest is Locked in Melee. When this is the case, the priest may be activated in the Action Phase even if Locked in Melee, and uses the Perform Miracle action as normal. The priest is still Locked in Melee for all other purposes.

WRATH OF THE GODS

The result of the Wrath of the Gods die is not used to determine the result of the Perform Miracle test. Instead, if the result of this die is a 10, and the action is successful, then the priest who performed the miracle immediately restores 1 Hit Point lost earlier in the battle. If it scores a 1, however, and you also fail to perform the Miracle, then the capricious gods smite you: the Priest automatically loses 1 Hit Point, and may not use Fate to avoid this wound.

THE TOME OF MIRACLES

The effects of Miracles vary greatly depending upon the skill of the priest and the dominion of the deity being worshipped. All Miracles in the game are listed here alphabetically for ease of reference.

ARROW WARDING

This Miracle protects the priest and all friendly models within 6" from missile weapons. Any model attempting to target them with a ranged attack this turn suffers -1 penalty to hit, cumulative with all other ranged modifiers.

CALL OF THE WILD

May only be performed if the priest is within 6" of a wood or forest terrain feature. If successful, the priest summons an animal familiar to her side. Roll a D5:

Call of the Wild

D5 Roll	Animal Familiar
1	Raven. Grants the Spy special rule to the priest (p.30)
2–3	2 Wolves (see profile below)
4–5	Bear (see profile below)

Animal familiar models are placed within 6" of the priest, no further than 6" from the woodland feature that was used to 'summon', and at least 1" from any enemy model. No model is required for the raven. The priest gains the Animal Handler special rule (p.27) for the remainder of the battle, applying to her animal familiars. No more than one familiar may be summoned at any one time – if the priest wishes to perform the miracle again, and her familiars have not been slain, then any Familiars currently with her are removed from play even if the action is unsuccessful.

Familiar	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear
Wolf	4	0	3 (+0)	4	3	1	–	Beast	–	–
Bear	4	0	4 (+1)	3	3	3	–	Beast	Multiple Attacks (2)	–

CALL TO WAR

This Miracle may be performed even when the priest is Locked in Melee. All friendly models yet to act within 6” of the priest (including the priest himself) increase their charge movement by D5”. Furthermore, for as long as the priest is Locked in Melee this turn, all friendly models on the board gain +1 to their Melee value.

CURSE OF ENDLESS SHADOW

The priest, and all friendly models within 6”, gain the Intangible special rule (p.29) for the remainder of the turn.

CURSE OF THE DESERT SANDS

All enemy models within 24” of the priest reduce their movement and charge distances by -2” this turn, and suffer a -1 penalty to their Accuracy for the remainder of the Action Phase.

DIRGE OF KOTYS

For the remainder of the turn, friendly Infantry and Cavalry models gain +1 to their Physique and the Fearsome special rule (p.28) while within 12” of the priest.

FEAST OF CROWS

Choose one enemy model within 24” of the priest. That model loses 1 action if it has not already acted this turn. In addition, the model suffers a -1 penalty to its Agility and Accuracy for the remainder of the turn.

FORETELLING

For the remainder of the turn, all enemy models within 6” of the priest must re-roll any dice that score a 10 in a test or contest (including Critical dice). The priest herself may re-roll any scores of a 1 for her own tests and contests.

HEART OF THE LION

All models within 6” of the priest automatically rally if they are Broken. Furthermore, the priest will automatically pass any Presence test to avoid being Broken for the remainder of the turn.

LIGHT OF SOL

Enemy models within 12” of the priest suffer a -1 penalty to their Accuracy. Friendly models within 12” of the priest gain a +1 bonus to their Presence. These effects last until the end of the turn. Furthermore, if the scenario you are playing uses the Darkness special rule (p.57), the priest and all models within 12” are always visible (unless intervening terrain blocks them, of course).

NATURE’S WRATH

All enemy models within 3” of a forest/wood, swamp, or river terrain feature must pass a Physique test with a -1 modifier or suffer 1 wound.

NIGHTMARE OF ALÛ

All enemy models within 6” of the priest suffer a -1 penalty to their Presence characteristic. In addition, the priest gains the Fearsome special rule (p.28). These effects last until the end of the turn.

RAISE THE BONES

The priest scatters a handful of Hydra’s teeth upon the ground, causing long-dead warriors to claw their way to the surface and fight his foes! The priest summons D5+1 skeleton warriors (profile below). The skeleton warriors are placed within 6” of the priest, and at least 1” from any enemy model. The skeleton warriors are treated as part of your warband from this point onwards. Hydra’s teeth are incredibly rare and precious – the priest may never summon more than 6 skeleton warriors during the course of a battle. Keep a record of how many you summon each time you perform the Miracle. If the priest is slain, then all the skeleton warriors he summoned during the battle instantly crumble to dust and are removed from play.

Henchman	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear
Skeleton Warrior	2	2	3 (+0)	2	2	2	–	Infantry	Fearsome, Undead	Hand Weapon, Shield

REGROWTH

Roll a D5. The result is the number of Hit Points that the priest may redistribute between himself and any friendly models within 12”. These wounds must have been lost earlier in the battle – the Regrowth Miracle cannot increase a model’s Hit Points above its starting level. Any excess Hit Points not used immediately are lost.

RESTORATION OF THE MIGHTY DEAD

All Undead models, friend and foe, within 6” of the priest gain 1 Hit Point lost earlier in the battle. This cannot take a model’s Hit Points above its starting number.

SKINCHANGER

This Miracle may be performed even if the priest is Locked in Melee. The priest transforms into a hideous half-beast, and remains that way for the rest of the turn. While transformed, the priest cannot use any weapons or equipment, but instead gains +1 to her Melee and Agility characteristics, and gains the following special rules: Berserk, Deadly Natural Weapons, and Multiple Attacks (2).

SOOTHING SONG

All models within 3” of the Hero performing this miracle must take a standard Presence test. Friendly models gain +1 to this roll, as they have been trained to resist. Any model that fails the test suffers a -1 penalty to both Melee and Agility for the remainder of the turn. In addition, if any model rolls a 1 (before modifiers) when taking the test, then not only does it automatically fail, but it falls asleep on the spot! The model is laid on its side and becomes Prone.

SPEAR OF SET

If successful, choose one enemy model within 12" and line of sight of the priest. The model is hit automatically. Resolve damage immediately as if for a ranged attack – the Spear of Set inflicts D5 hits (roll to see how many damage dice you may roll), and has a Damage Bonus of +3.

SUMMON ELEMENTAL

The priest summons a single elemental, as detailed below, and may choose the type as soon as the Miracle is successfully performed. The elemental is placed within 6" of the priest, and at least 1" from any enemy model. The elemental is treated as part of your warband from this point onwards. Controlling an elemental is a tricky business – a priest may never summon more than one at a time, and an elemental cannot be dismissed until it is slain. If the priest is slain, however, then the elemental instantly vanishes and is removed from play.

Henchman	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear
Earth Elemental	3	0	5 (+1)	2	3	5	–	Monster	Hardy, Multiple Attacks (2), Regeneration	–
Fire Elemental	5	4	3 (+0)	3	3	3	–	Monster	Flaming Attacks, Flaming Breath, Intangible	–
Air Elemental	6	4	3 (+0)	3	3	3	–	Monster	Evade, Fly, Intangible, Multiple Attacks (2), Wind Blast (see below)	–
Water Elemental	4	3	3 (+0)	3	3	4	–	Monster	Aqueous Attacks, Intangible, Geyser Blast (see below)	–

Ranged Weapon	Range (")	Damage Bonus	Weapon Special Rules
Geyser Blast	18	+1	Aqueous, Area Effect
Wind Blast	24	–	Area Effect, Knock Down

TRANSFIX

Choose one enemy model within 6" of the priest, which has not yet been activated. The priest and the target must immediately resolve a Presence contest. The priest gains +1 to her Presence for the purposes of this contest. If the target loses the contest, it loses one action this turn. The Transfix Miracle may also be performed while the priest is Locked in Melee, although the target model must be selected from those in base contact with the priest. In this instance, if the target model loses the Presence contest, instead of losing an action they will attack last (even if they charged, have a higher Agility, etc.), and suffer a -2 penalty to their attack roll.

SPECIAL RULES

Many models, weapons and pieces of equipment have their own special rules, which modify the basic rules you've read so far. All of these special rules are collated here.

WARRIOR SPECIAL RULES

ACT ON INSTINCT

Most Beasts are herded into battle under the control of a warrior with the Animal Handler special rule (see below). If that warrior is Broken or removed as a casualty, or if the beasts were wild to begin with, they will revert to acting on instinct. If the warrior who controls them returns to the fray (by rallying, for example), the Beasts return to the full control of the owning player. A Beast acting on instinct will move towards the closest visible enemy model using as much of its normal movement allowance as possible. It will always try to issue a Charge action in the Action Phase. If this is not possible (because there are no targets in sight, or if the closest target is clearly out of range), the Beast will do nothing more that turn.

ANIMAL HANDLER

This warrior is usually accompanied by one or more Beasts, over which he exerts a measure of control. Only the Beast models specifically allocated to the warrior in question benefit from this rule. The Beasts must endeavour to remain within 12” of their Animal Handler at all times. While they do so, they are immune to the effects of the Act on Instinct special rule. If the Animal Handler is Broken or removed as a casualty, his surviving Beasts revert to Act on Instinct.

AQUATIC MOVEMENT

This model treats any water terrain (rivers, lakes, ponds, swamps, etc.) as Open Terrain.

BERSERK

A model that is Berserk will move towards the closest visible enemy model using as much of its normal movement allowance as possible. It will always try to issue a Charge action in the Action Phase. If this is not possible (because there are no targets in sight, or if the closest target is clearly out of range), the Berserk model is free to act normally. In melee, a Berserk model gains one extra attack in the turn that it successfully performs a Charge action.

BODYGUARD

Models with this rule must nominate a Hero model in the warband to guard. As long as that Hero is alive, Bodyguards automatically pass any Presence test they are required to take. Furthermore, if the Bodyguard is Locked in Melee alongside the Hero they protect, they may re-roll the dice when rolling to attack the enemy (they may not, however, re-roll the Critical die).

COMBAT SKILL

This model counts as winning a Melee Attack roll if his score equals or beats the defender’s, rather than just having to beat it.

CONSTRUCT

A Construct is a man-made weapon of war, such as a chariot. A Construct has 2 points of armour but cannot enter Dangerous Terrain for any reason, cross barriers, climb, or jump gaps.

CUMBERSOME

This model represents a heavy piece of equipment and its associated crew, and is not easily portable. A Cumbersome model may not Run or Charge as an action. In addition, if it is forced to flee for any reason, the model is immediately removed as a casualty as the crew abandon their war engine.

DARKSIGHT

This model ignores the effects of Darkness (p.57), and can see normally in those conditions.

DEADLY NATURAL WEAPONS

This model never counts as being unarmed, as it relies on teeth, claws or great strength to damage its foes. Unless otherwise stated, a model with this special rule counts as being armed with a Hand Weapon.

DEADLY STRIKE

This rule may only be used by models that are eligible to make multiple attacks in combat (either through the Multiple Attacks special rule, the Two Weapon Fighter rule, or some other benefit). When issuing a Melee Attack action, the wielder of this weapon must declare he is using the Deadly Strike. If he does so, he exchanges all attacks he may be entitled to for a single attack. If this attack hits, it is immediately converted into D5 hits – roll for damage for each separately.

DECAPITARUS

This model is adept at delivering mortal blows in combat. The model performs a Critical Hit if the Critical die scores an 8, 9 or 10, rather than just a 10.

DEVASTATING CHARGE

Gains +1 attack when completing a Charge action. All successful attacks made as part of the Charge action gain an extra +1 Damage Bonus.

DODGE

Once per turn, when this model is attacked in melee, it may choose to Dodge the incoming strike(s). This decision affects all strikes made by a single attacker of your choice. Against those attacks, the model may add its Agility value in addition to any other modifiers that would usually apply to a defender (defending a barrier, being outnumbered, etc.).

EAGLE-EYED

The model is such a great marksman that it ignores the penalty for firing at long range.

EVADE

Models with this special rule that are Locked in Melee may decide to disengage from the fight. A model may attempt to Evade as soon as the combat it is part of is selected in the Melee Phase, as long as there is room to do so (it could not move away if, for example, it was pinned in place by three equidistant enemy models, or was fighting in an enclosed space). Take an Agility test, with a -1 penalty to the roll for each opponent in the melee after the first. If successful, the model may move away from the combat, up to its own Agility value in inches. This distance is treated as a movement allowance, and all of the rules for normal movement apply. If the test is failed, then the model remains Locked in Melee, and the enemies in the combat hack at him as he tries to escape. Every enemy model in base contact may take a free Melee Attack action at the failed escapee, even if they have already attacked that turn.

FEARLESS

This model is immune to the effects of Fearsome models (see below). In addition, it may re-roll any scores of a 1 when taking a Presence test to avoid becoming Broken.

FEARSOME

This model is so large, unnerving or grotesque that it instils fear in all who behold it. Models wishing to Charge a Fearsome enemy must first pass a standard Presence test. If the test is failed, then the Charge is automatically failed as described on p.12. Additionally, when a Fearsome creature successfully Charges an enemy, the target must immediately pass a standard Presence test or suffer an extra -1 penalty to its defence rolls in melee. NB. Fearsome models are immune to these effects.

FIRE ON THE MOVE

This model may make a move of D5" (following all of the usual movement rules) immediately after completing a Ranged Attack action.

FLY

This model has a movement allowance of 12", and can pass freely over any terrain, as long as it does not land (end its move) within Dangerous Terrain. It can land on top of Impassable Terrain if there is sufficient room and if both players agree at the start of the game that it is an appropriate perch for a flying creature. In any scenario that takes place in a subterranean location, such as The Lair of the Beast, these creatures cannot Fly, and instead use the normal movement rules, with a movement allowance appropriate to the model's Type.

HARDY

This model never tests to become Broken when wounded by a Ranged Attack.

INTANGIBLE

This model is barely solid, and can pass through Difficult or Dangerous Terrain without penalty, and with no need for an Agility test. Furthermore, when it is targeted by Melee or Ranged Attacks, only Critical wounds may harm it – normal damage has no effect. Intangible creatures may be harmed normally by Miracles, and by Enchanted weapons (p.32).

KNOW THY FOE

Whenever an enemy Hero within 6" of this model successfully completes a Heroic Action, you may choose to interrupt the turn sequence, even if the enemy Hero has further actions to take. Take a Presence test; if passed, this model or a single friendly model within 6" may immediately take one action, of any type chosen from p.13 (they must be able to do so following the usual rules). Heroic Actions may not be chosen. This action may be performed even if the chosen friendly model has already been activated this turn.

LEADER

Any friendly model within 6" of a Leader may use the Leader's Presence value for any standard Presence test it is required to take, except when using the Perform Miracle action. In addition, the model with the Leader special rule may roll an extra die when taking Presence tests, choosing the highest result.

MIGHTY

These models are so big and strong that they ignore the effects of the Heavy special rule. In addition, they may re-roll failed standard Physique tests.

MULTIPLE ATTACKS (X)

A model with this rule has several attacks in melee, where (X) is the total number of attacks. So, a model with Multiple Attacks (3) has three attacks in total. If the model were also attacking using the Two-Weapon Fighter rule, below, it would receive 4 attacks in total!

PARTING SHOT

When a model flees from combat, it may make an immediate ranged attack (if it has an appropriate weapon) immediately upon completion of the move. This is a free attack that comes against the run of the usual turn sequence, and must be made against an enemy model from which the firing model was fleeing.

PATHFINDER

Models with this special rule treat Difficult Terrain as Open Terrain, and Dangerous Terrain as Difficult.

PETRIFY

Any model wounded by this model in melee risks being turned to stone. Place a suitable marker next to the model to show that it has been petrified. In the Resolve Persistent Effects part of the Recovery Phase, the model must take a Presence test. If the test is passed, the model shakes off the petrification and the effect ends. If the test is failed, the model takes one automatic wound and must test again at the end of the next turn.

QUICKFIRE

This model may fire two shots whenever it performs a Ranged Attack action with a bow of any kind. The target of the second shot must either be the same as the first, or within 6” of the first (and still in range, of course).

REGENERATION

In the Resolve Persistent Effects part of the Recovery Phase, take a Physique test for each Hit Point this model has lost. If the test is passed, the wound is restored.

SHIELD DRILL

The model suffers no penalty to its Melee Attack rolls when fighting with a Tower Shield.

SHIELDWALL

When a group of three or more friendly Infantry models with this special rule form a line (so that each is in base contact with at least one other), they may elect to lock shields and form a shieldwall. Naturally, all models in the formation must have shields! Position the models in as straight a line as possible, all facing in the same direction to form an obvious ‘frontage’. When attacked from the front in close combat, every model in the shieldwall counts as defending a barrier. They are not separated when attacked from the front – the models remain in a solid line, and any model in the line may allocate an Attack action against any enemy in contact with the frontage. If one of the models in the shieldwall is attacked from the side or rear, it is split off into a separate fight as usual. If this results in fewer than three models remaining in the line, the shieldwall is disassembled and the advantage is lost.

SPY

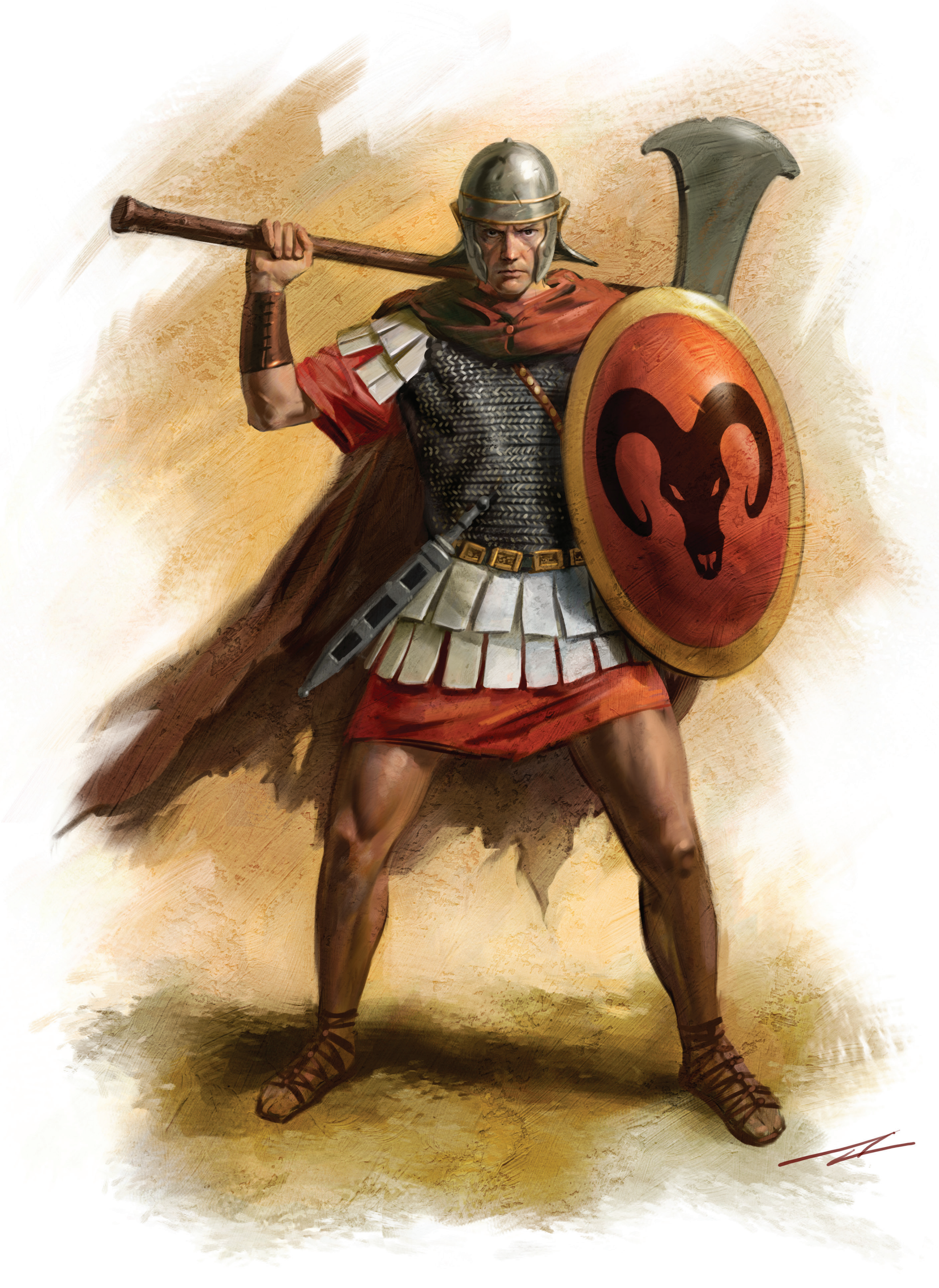
Whenever his side loses the Initiative, the Spy may attempt to steal it back. If he does so, he immediately engages the enemy Leader in a Presence contest. If successful, the Spy’s side gains the Initiative after all.

TOUCHED BY THE GODS

This warrior is thrice-blessed, said to be fated for some great destiny. This model gains +1 to its Fate tests.

TWO-WEAPON FIGHTER

While this model is armed with two Single-Handed Weapons, it gains one extra attack in melee (this bonus attack is cumulative with any other extra attacks the model may have). A model wielding a Trident may also use the Two-Weapon Fighter rule, as long as his second weapon is a Net. If the eligible weapons have different rules (e.g. Trident and Net), you must specify when attacking which weapon will be used for the main attack(s), and which will



be used for the bonus attack. A model cannot benefit from a shield while using this special rule – the player must specify which weapons the model is using the first time it is called into question during a turn, and the decision will stand for the rest of the turn.

UNDEAD

Undead models are assumed to automatically pass any standard Presence test they are required to take. In addition, they are generally slow, and cannot perform Run actions.

VAMPIRE

For every wound that this model inflicts in melee, it immediately regains one Hit Point lost earlier in the battle. In addition, when playing a scenario that uses the Darkness special rule, the Vampire gains the Fly special rule (p.28), and may take Run actions even if it has the Undead special rule (above).

WARRIOR OF RENOWN

A model with this rule may take a Fate test each time it is activated in a turn. If successful, the model gains one extra action that turn (so it may normally move and then take two actions instead of one).

WEAPON SPECIAL RULES

AQUEOUS

Any model hit by this attack, even if they are not wounded, is soaked to the skin, and suffers a -1 Agility penalty until the end of the turn. If the affected model was on fire (see Flaming, below), the fire immediately goes out.

AREA EFFECT

Once a hit has been scored with this weapon, damage is worked out not just for the initial target, but also for all models, friend or foe, within 3” of the target.

ARMOUR PIERCING

A weapon with this special rule ignores 1 point of an opponent’s armour, thus reducing their armour bonus by -1.

ENCHANTED

In addition to any unique special rules it may possess, this weapon ignores the Intangible special rule.

ENSNARE

A successful hit from this weapon entangles the enemy. Once ensnared, the enemy model must reduce its Melee value by -1 for the remainder of the turn. If a model with this weapon is eligible to make several other attacks, it must roll the Ensnare attack first, followed by attacks with its remaining weapons.

FLAMING

Any model hit by this attack (even if they are not wounded) catches fire! Place a suitable marker next to the model to show that it is aflame. In the Resolve Persistent Effects part of the Recovery Phase, the model must take an Agility test. If the test is passed, it manages to put out the fire and the effect ends. If the test is failed, the model takes one automatic wound and must test again at the end of the next turn. If there are any friendly Infantry models within 3” who are not Broken or Locked in Melee, the burning model adds +1 to its Agility test.

FLAMING BREATH

Some creatures and war engines spew great gouts of flame over their enemies. Flaming Breath is a special Ranged Attack. If the target is successfully hit, draw a straight line of 12” from the firer’s base, going through the target and continuing on behind, range permitting. This line will only terminate early if it hits Impassable Terrain. Every model, friend or foe, beneath the line becomes an eligible target – roll to wound each separately. Flaming Breath has a Damage Bonus of +2, and the Flaming special rule (see above).

HEAVY

A model using this weapon in melee counts its Agility value as 1 when working out the order of strikes in combat.

INACCURATE

This weapon is almost impossible to fire accurately, but is deadly when it does! When a hit is scored with this weapon, roll another D10. On an even number, the shot lands bang on target – work out damage as normal. On an odd number, the shot scatters D5", in a direction determined by the opponent. If any model(s), friend or foe, are beneath the new target point (or target area if the weapon also has the Area Effect special rule), then it becomes the new target.

KNOCK DOWN

Any model hit by this attack, even if they are not wounded, must immediately pass a Physique test or become Prone.

PARRY

Once per turn, when this model is attacked in melee, it may choose to Parry the incoming strike(s). This decision affects all strikes made by an attacker of your choice. Against those attacks, the model may add the weapon's Attack Bonus in addition to any other modifiers that would usually apply to a defender (defending a barrier, being outnumbered, etc.).

POISONED

Any model wounded by this attack is poisoned. Place a suitable marker next to the model to indicate this. In the Resolve Persistent Effects part of the Recovery Phase, the model must take a Physique test. If the test is passed, the model shakes off the poison and the effect ends. If the test is failed, the model takes one automatic wound and must test again at the end of the next turn.

SINGLE-HANDED WEAPON

Not a special rule, *per se*, this is more a sub-category that distinguishes a wide range of light weapons. See the Two-Weapon Fighter special rule.

SLOW TO RELOAD

A model that performs a Ranged Attack with this weapon may not fire it again in the following turn, taking the entire turn to reload. Models cannot reload while Broken.

SUPPORT ATTACK

This weapon has a long reach, and may be used to support friendly models in melee even when the wielder is not himself in the fight. To do this, the wielder must be in base contact with a friendly model that is Locked in Melee, and must not be Locked in Melee himself. The friendly model being supported must not be substantially larger than the wielder of this weapon (i.e. should be on a base of the same size or smaller). The wielder is not considered part of the fight. However, the friendly model gains +1 attack when he issues a Melee Attack action. This extra attack is performed by the model that is Locked in Melee as if it were armed with the friendly model's Support Attack weapon.

TAKE AIM

Rolls to hit with this weapon suffer a -1 penalty if the firing model moved this turn (including a failed Charge).

THROWN WEAPON

Thrown weapons are ranged weapons that can only be used once each – once thrown, they are crossed off the warband roster and cannot be used again that battle. Thrown weapons add the wielder's Strength Bonus to the weapon's Damage Bonus when rolling to wound. In addition, a thrown weapon can be thrown as part of a Charge action instead of a Ranged Attack action. Work out the charge as normal – if it is successful, move the model towards the target, but stop 1” away. The weapon is then thrown at the target model, exactly like a Ranged attack. If the target model is killed, the thrower stops and his action ends. If the target survives, the charge is completed and the two become Locked in Melee.

TWO-HANDED

This weapon requires two hands to use effectively, and therefore cannot be combined with a shield in melee. If the model has both a shield and this weapon, the shield will still protect him against Ranged Attacks. If the model has several weapons to choose from, plus a shield, he must declare which combination of equipment he is using as soon as he becomes Locked in Melee.

WARGEAR SPECIAL RULES

BLESSED ICON

Taking the form of a religious icon, such as a staff, medallion, or relic, this item adds +1 to Perform Miracle tests.

CHARMED TALISMAN

This model gains one re-roll, which may be used on any single test or contest during a battle.

FAMILIAR

The model may add an extra die to his rolls when using the Perform Miracle action, choosing the highest.

STANDARD

Any friendly model within 6” of a Standard may re-roll failed Rally and All is Lost tests. Standards may not be carried by Auxilia or by a warband’s Leader.

TORCH

In any scenario that uses the Darkness special rule (p.57), a torch adds +6” to the distance its bearer can see while it is lit. However, while the torch is lit its bearer can be seen at any distance, as if the Darkness rule was not in effect. Choose at the start of the game whether the torch is lit or unlit – it can be lit or extinguished as an action during the model’s activation.

WARPAINT

When this model is wounded by any means, roll a D10. On a score of 10, the wound is ignored. Roll separately for each wound inflicted.

THE WARBANDS

The lists that follow are used to muster your chosen warband. All models in your band must be chosen from the same warband list, and/or from the Auxilia described on p.47. Although you are free to decide with your opponent how many points per side you wish to field, the recommended starting value for a small game or campaign start is 150 points – you may choose models from the lists up to this value, but may not exceed it.

You must recruit at least three warriors for your warband, which must include a Leader. The number of each type of model you may recruit is stated in the list – for example, if a model has 1+ next to it, you must take one such model in your warband but there is no upper limit. If the number is 0–5, for example, then you are not obliged to take any, but if you choose to do so you may not field more than five.

Where a model has no number and/or points listed, usually denoted by a dash (–), this means that it is not chosen like a normal member of your warband, but is instead included in the list of options as an upgrade or optional add-on.

Every warband has a number of options – you do not have to take any of these options, but may find it advantageous depending on your style of play and how many points you have remaining. Remember, though, that within reason all upgrades and options you choose should be represented on the miniatures you are using, so that your opponent can tell at-a-glance what weapons and equipment a given model is carrying.

THE WARBAND ROSTER

You will need a warband roster to record the details and composition of your warband. A blank roster can be downloaded from www.ospreygames.co.uk.

THE SOLDIERS OF THE EAGLE

Sent forth by the Emperor and swearing binding oaths of fealty to the Empire, these roving bands of warriors and spies are hand-picked from the great Legions of Rome, set on infiltrating enemy lands and wresting mystical treasures from the hands of Rome's enemies.

WARBAND SPECIAL RULE: DRILLED

At the start of each turn when the Leader is activated, the warband chooses to fight either defensively or offensively. If they choose to fight offensively, any model in the warband using a Gladius gains +1 to their Melee Attack score when making an Attack action. If they choose to fight defensively, however, then all models in the warband using a shield (any type) gains +1 to its defence score when attacked in melee. The option chosen applies to the entire warband – you may not elect to have some models defend while others fight offensively. If the Leader cannot be activated for whatever reason, the warband cannot benefit from this rule.

WARBAND COMPOSITION

Hero	**ML**	**AC**	**PQ**	**AG**	**PR**	**HP**	**FT**	**Type**	**Special Rules**	**Wargear**	**Number**	**Points Cost**
Centurion	4	4	4 (+1)	3	5	3	3	Infantry	Leader	Gladius, Heavy Armour	1	34
Primus Pilus	5	4	4 (+1)	3	5	3	3	Infantry	Leader	Gladius, Heavy Armour	–	–
Frumentarius	2	2	3 (+0)	3	3	2	3	Infantry	Spy	Dagger	0–1	20
Praetorian	4	3	4 (+1)	3	4	2	2	Infantry	Shield Drill, Shieldwall	Gladius, Heavy Armour, Tower Shield	0–2	18
Henchman	**ML**	**AC**	**PQ**	**AG**	**PR**	**HP**	**FT**	**Type**	**Special Rules**	**Wargear**	**Number**	**Points Cost**
Legionary	4	3	3 (+0)	3	4	2	–	Infantry	Shield Drill, Shieldwall	Gladius, Heavy Armour, Tower Shield	1–5	12
Auxiliary Legionary	3	3	3 (+0)	3	3	2	–	Infantry	Shield Drill, Shieldwall	Gladius, Heavy Armour, Shield	0–5	10
Eques Numidarum	3	3	4 (+1)	3	3	2	–	Cavalry	Devastating Charge	Cavalry Spear, Dagger, Light Armour	0–3	16
Baleares	2	3	3 (+0)	3	2	1	–	Infantry	Fire on the Move	Dagger, Sling	0–5	6
Numerus	3	4	3 (+0)	4	3	1	–	Infantry	Pathfinder	Composite Bow, Light Armour, Hand Weapon	0–3	12
Sagittarius	3	3	3 (+0)	3	2	1	–	Infantry	–	Dagger, Longbow	0–3	9
Artillery Team	4	3	3 (+0)	3	4	3	–	War Engine	Construct, Cumbersome	Gladius, Scorpion	0–1	35
Warhound	4	0	3 (+0)	4	3	1	–	Beast	Act on Instinct, Deadly Natural Weapons	–	–	–

OPTIONS

Hero	Option	Points Cost
Centurion	Ride a Horse (Type becomes Cavalry, gains Devastating Charge)	8
	Take a Shield (gains Shield Drill)	3
	Take a Tower Shield (gains Shield Drill)	5
	Take up to 2 Warhounds (gains Animal Handler)	5 per Warhound
	Upgrade to Primus Pilus	6
Primus Pilus	Take one Blessing of the Gods. Bonus lasts for the entire battle:	
	- Mars (+1 Melee Attack)	12
	- Minerva (+1 Presence)	16
	- Jupiter (+6" to Leader ability radius)	16
	- Apollo (+1 Fate)	15
Frumentarius	Take Know Thy Foe	8
	Ride a Horse (Type becomes Cavalry, gains Devastating Charge)	8
	Take a Gladius	3
	Take Light Armour	2
Praetorian	Ride a Horse (Type becomes Cavalry, gains Devastating Charge)	8
	One Praetorian in the warband may take Bodyguard (Centurion or Primus Pilus)	4
Henchman	**Option**	**Points Cost**
Legionary **or** Auxiliary Legionary	Take a Spear	1
	Take up to 3 Pilums	2 per Pilum
	One Legionary in the warband may exchange Tower Shield for Standard	6
Sagittarius	Exchange Longbow for Composite Bow	2
Artillery Team	Exchange Scorpion for Ballista	5
	Exchange Scorpion for Onager	12
	An Onager may take burning ammunition (gains Flaming)	8

THE ORDER OF MITHRAS

There are those in Rome unhappy with the rule of the Emperors, and seek to restore the world to an age of myth, where legendary heroes and warrior cults ruled supreme. The secretive temples of Mithras send out their own warriors – legionaries whose loyalty lies with their deity rather than with their Emperor.

WARBAND SPECIAL RULE: THE FEAST OF THE BULL

After the warband has deployed, but before the first turn begins, roll a D5 to see to what blessing Mithras grants the warband – the effects last for the entire battle.

The Feast of the Bull	
D5 Roll	**Mithraic Blessing**
1	Born of Rock. One model in the warband gains +1 Physique (to a maximum of 5) for the duration of the battle.
2–4	The Bull's Horns. Models in the warband gain an extra +1 Damage Bonus in melee in the turn in which they charge.
5	Oathkeepers. The warband gains 3 re-rolls, which may be used on any test or contest that a friendly model fails during the game.

WARBAND COMPOSITION

Hero	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear	Number	Points Cost
Chosen of Mithras	4	4	4 (+1)	3	5	3	4	Infantry	Leader, Miracle (Light of Sol)	Gladius, Light Armour	1	36
Mithraic Veteran	4	3	4 (+1)	3	4	2	2	Infantry	Shield Drill, Shieldwall	Gladius, Heavy Armour, Shield	0–3	16
Henchman	**ML**	**AC**	**PQ**	**AG**	**PR**	**HP**	**FT**	**Type**	**Special Rules**	**Wargear**	**Number**	**Points Cost**
Legionary	4	3	3 (+0)	3	4	2	–	Infantry	Shield Drill, Shieldwall	Gladius, Heavy Armour, Tower Shield	1+	12
Gladiator	4	4	4 (+1)	3	3	2	–	Infantry	Two-Weapon Fighter	Dagger, Gladius	0–2	14
Auxiliary Cavalry	4	3	4 (+1)	3	3	2	–	Cavalry	Devastating Charge	Cavalry Spear, Light Armour, Shield	0–5	18
Auxiliary Archer	3	3	3 (+0)	3	3	1	–	Infantry	–	Longbow, Hand Weapon	0–5	10
Artillery Team	4	3	3 (+0)	3	4	3	–	War Engine	Construct, Cumbersome	Gladius, Scorpion	0–1	35

OPTIONS

Hero	Option	Points Cost
Chosen of Mithras	Ride a Horse (Type becomes Cavalry, gains Devastating Charge)	8
	Take a Shield	2
	Exchange Light Armour for Heavy Armour	2
	Take a Blessed Icon	10
	Take Miracle (Heart of the Lion)	15
	Take Miracle (Feast for Crows)	8
Mithraic Veteran	Take a Charmed Talisman	6
	Either ride a Horse (Type becomes Cavalry, gains Devastating Charge)	8
	Or exchange Shield for Tower Shield	1
Henchman	**Option**	**Points Cost**
Legionary	Take a Spear	1
	Take up to 3 Pilums	2 per Pilum
	One Legionary in the warband may exchange Tower Shield for Standard	6
Auxiliary Archer	Exchange Longbow for Composite Bow	2
Gladiator	**Either** take a Shield	2
	Or exchange Gladius for one of the following:	
	- Net and Trident	8
	- Longbow (loses Two-Weapon Fighter, but gains Quickshot)	6
	- Spear and Buckler	No Cost
	- Punch Spike and Light Armour	No Cost
	An Onager may take burning ammunition (gains Flaming)	8

THE SONS OF SPARTACUS

The Spartacan Revolt may have been long-quelled, but the legacy of that great champion of freedom lives on. In every *ludus*, slave-warriors speak in hushed tones of a secret war fought in the dark places of the world – a war that could bring them freedom if they could only get to the treasures first.

WARBAND SPECIAL RULE: ARE YOU NOT ENTERTAINED?

Showmanship and brutality are the meat and bread of the Sons of Spartacus, and the more impressive the display, the harder they fight! Whenever a model from this warband list successfully rolls a Critical Hit in melee, he immediately makes one extra Melee Attack (if any of his foes are still standing, of course!). This attack is resolved after all of the model's normal attacks, using all the normal melee rules. A model may not benefit from this special rule more than once per turn, no matter how many Critical Hits are rolled.

WARBAND COMPOSITION

Hero	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear	Number	Points Cost
Arena Champion	5	4	4 (+1)	3	4	3	3	Infantry	Leader, Two-Weapon Fighter	2 Gladius	1	30
Acolyte of Mars	4	3	3 (+0)	3	4	2	2	Infantry	Miracle (Call to War)	Hand Weapon, Shield	0–1	25
Doctore	5	4	4 (+1)	3	3	2	2	Infantry	Decapitarus, Two-Weapon Fighter	Dagger, Gladius	0–1	18
Venator Beastmaster	4	4	4 (+1)	3	3	2	2	Infantry	Animal Handler	3 Warhounds, Whip	0–1	21
Henchman	**ML**	**AC**	**PQ**	**AG**	**PR**	**HP**	**FT**	**Type**	**Special Rules**	**Wargear**	**Number**	**Points Cost**
Gladiator	4	4	4 (+1)	3	3	2	–	Infantry	Two-Weapon Fighter	Dagger, Gladius	1+	14
Gladiator Eques	4	4	4 (+1)	3	3	2	–	Cavalry	Devastating Charge	Cavalry Spear, Hand Weapon, Shield	0–3	20
Freed Slave	2	2	3 (+0)	3	2	1	–	Infantry	–	Hand Weapon	0–5	5
Warhound	4	0	3 (+0)	4	3	1	–	Beast	Act on Instinct, Deadly Natural Weapons	–	–	–
Bear	4	0	4 (+1)	3	3	3	–	Beast	Act on Instinct, Deadly Natural Weapons, Multiple Attacks (2)	–	–	–
Lion	4	0	4 (+1)	4	3	3	–	Beast	Act on Instinct, Deadly Natural Weapons, Multiple Attacks (3)	–	–	–

OPTIONS

Hero	Option	Points Cost
Arena Champion	Ride a Horse (Type becomes Cavalry, gains Devastating Charge, replaces one Gladius with Cavalry Spear)	8
	Take a Shield	2
	Take Light Armour	2
Acolyte of Mars	Take a Blessed Icon	10
	Take Light Armour	2
Doctore	Take Light Armour	2
Venator Beastmaster	Take Light Armour	2
	Take a Hand Weapon	1
	Exchange 3 Warhounds for one of the following:	
	- Bear	5
	- Lion	9

Henchman	Option	Points Cost
Gladiator	**Either** take a Shield	2
	Or exchange Gladius for one of the following:	
	- Net and Trident	8
	- Longbow (loses Two-Weapon Fighter, but gains Quickshot)	6
	- Spear and Buckler	No Cost
	- Punch Spike and Light Armour	No Cost
	- Flail	No Cost
Gladiator Eques	Take Heavy Armour	3
Freed Slave	Take a Shield	2
	Take a Sling	1
	Exchange Hand Weapon for one of: Battle Axe, Spear or Gladius	1

THE BARBARIANS

On every frontier of the Empire, Rome is beset by marauding warriors from many disparate peoples, each fighting for their own identity in the face of Roman invasion and rule. And yet they possess power that Rome craves – knowledge of ancient gods and of the land's vast energy, and possession of strange relics of civilisations past. Across the Roman Empire, rumours abound of the barbarians' strange customs and supernatural powers. The Druids of Britannia, Gaul and Iberia, it is said, can turn aside arrows, and make potions that increase the strength of their warriors. The men of Germania, including the much-feared Goths, are believed to run with beasts, some being more wolf than man, while their filth-encrusted witches foretell the future in the entrails of slaughtered cattle.

WARBAND SPECIAL RULE: WARRIOR BROTHERHOOD

The warband takes heart when its members are engaged in melee, fighting more fiercely, each man competing with the next to claim the most kills. Models in the warband gain a +1 modifier when making a Melee Attack action for every three friendly models currently Locked in Melee. For example, if there are a total of four friendly models in combat, all of them gain a +1 bonus to strike their enemies. If there are six friendly models in combat, they all gain a +2 bonus, and so on.

WARBAND COMPOSITION

Hero	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear	Number	Points Cost
Tribal Chieftain	4	4	4 (+1)	3	4	4	3	Infantry	Leader	Hand Weapon, Light Armour	1	30
Druid/Witch	2	3	3 (+0)	3	4	2	4	Infantry	Miracle (Regrowth)	Staff	0–1	28
Tribal Champion	4	3	4 (+1)	3	3	3	2	Infantry	–	Hand Weapon, Light Armour	0–3	14

Henchman	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear	Number	Points Cost
Warrior	3	3	3 (+0)	3	3	1	–	Infantry	–	Hand Weapon, Shield	1+	6
Linebreaker	4	3	4 (+1)	3	4	2	–	Infantry	Hardy	Hand Weapon	0–3	11
Berserker	4	2	3 (+0)	4	3	2	–	Infantry	Berserk, Fearless, Two-Weapon Fighter	Dagger, Hand Weapon	0–3	12
Huntsman	3	3	3 (+0)	3	3	1	–	Infantry	Pathfinder	Dagger, Longbow	0–5	10
Wulfkind	4	2	4 (+1)	4	4	3	–	Infantry	Berserk, Deadly Natural Weapons, Multiple Attacks (2)	–	0–3	20
Horseman	3	3	4 (+1)	3	3	2	–	Cavalry	Devastating Charge	Cavalry Spear	0–3	13
Chariot	3	3	4 (+1)	2	3	5	–	Chariot	Construct, Devastating Charge	Hand Weapon, 3 Javelins	0–2	45
Warhound	4	0	3 (+0)	4	3	1	–	Beast	Act on Instinct, Deadly Natural Weapons	–	–	–

OPTIONS

Hero	Option	Points Cost
Tribal Chieftain	Ride a Horse (Type becomes Cavalry, gains Devastating Charge)	8
	Take a Shield	2
	Exchange Hand Weapon for Battle Axe (unless Cavalry)	3
	Take up to 2 Warhounds (gains Animal Handler)	5 per Warhound
Druid/Witch	Take a Blessed Icon	10
	Take a Familiar	6
	Take Miracle (up to two of the following): - Arrow Warding - Call of the Wild - Foretelling - Nature's Wrath - Skinchanger	 6 15 8 16 12
Tribal Champion	Ride a Horse (Type becomes Cavalry, gains Devastating Charge)	8
	Take a Shield or Buckler	2
	Exchange Hand Weapon for Battle Axe (unless Cavalry)	3
Henchman	**Option**	**Points Cost**
Warrior	Take Light Armour	2
	Exchange Shield for Buckler	No Cost
	Either take a Celtic Lance	2
	Or take up to 3 Javelins	1 per Javelin
	One Warrior in the warband may exchange Shield for Standard	6
Horseman	Take Light Armour	2
Linebreaker	Take Light Armour	2
	Either exchange Hand Weapon for Battle Axe	2
	Or take a Shield	1
Berserker	Take Throwing Axe	1
	Take Warpaint	3

THE DACIANS

The tribes of Dacia are a hardy people from a harsh land, and have opposed Roman rule for as long as any can remember. Stranger still, they are said to both fear and revere rotting, ancient creatures that feed on human blood. Officially, Rome dismisses these rumours as mere stories, told by mothers to frighten their children, but many legionaries fear to campaign in Dacia and swear that the shadow-haunted mountains and dark forests are home to far worse things than barbarians.

WARBAND SPECIAL RULE: DRACO STANDARDS

All Standards in a Dacian warband, in addition to their normal rules, inflict a -1 Presence penalty on all enemy models within 6".

WARBAND COMPOSITION

Hero	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear	Number	Points Cost
Chieftain	4	4	4 (+1)	3	4	4	3	Infantry	Leader	Hand Weapon, Light Armour	1	30
Strigoi	3	3	4 (+1)	4	4	3	3	Infantry	Darksight, Fearsome, Miracle (Transfix), Undead, Vampire	Dagger	0–1	36
Noble	4	3	4 (+1)	3	3	3	2	Infantry	Bodyguard (Dacian Chieftain)	Hand Weapon, Light Armour	0–3	15

Henchman	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear	Number	Points Cost
Warrior	3	3	3 (+0)	3	3	1	–	Infantry	–	Hand Weapon, Shield	1+	6
Falxman	3	3	3 (+0)	3	3	1	–	Infantry	Decapitarus	Falx	0–5	9
Sarmatian Cataphract	4	3	4 (+1)	2	3	2	–	Cavalry	Devastating Charge	Cavalry Spear, Hand Weapon, Heavy Armour, Shield	0–3	18
Light Horseman	3	3	4 (+1)	3	3	2	–	Cavalry	Devastating Charge	Cavalry Spear, Hand Weapon	0–3	13
Dacian Scorpion Team	3	3	3 (+0)	3	4	3	–	War Engine	Construct, Cumbersome	Hand Weapon, Scorpion	0–1	32
Ghoul	3	2	4 (+1)	2	2	2	–	Infantry	Deadly Natural Weapons, Fearsome	–	0–5	10
Warhound	4	0	3 (+0)	4	3	1	–	Beast	Act on Instinct, Deadly Natural Weapons	–	–	–

OPTIONS

Hero	Option	Points Cost
Chieftain	Ride a Horse (Type becomes Cavalry, gains Devastating Charge)	8
	Take a Shield	2
	Exchange Hand Weapon for Falx (unless Cavalry)	3
	Take up to 2 Warhounds (gains Animal Handler)	5 per Warhound
Strigoi	Take a Familiar	6
	Take Miracle (Dirge of Kotys)	13
	Take Miracle (Skinchanger)	12
Noble	Ride a Horse (Type becomes Cavalry, gains Devastating Charge)	8
	Take a Shield or Buckler	2
	Exchange Hand Weapon for Falx (unless Cavalry)	3
Henchman	**Option**	**Points Cost**
Warrior	Take Light Armour	2
	Exchange Shield for Buckler	No Cost
	Take up to 3 Javelins	1 per Javelin
	One Warrior in the warband may exchange Shield for Standard	6
Falxman	Exchange Falx for Hand Weapon and Shield	No Cost
Light Horseman	Take Light Armour	2
	Exchange Cavalry Spear for Composite Bow	No Cost
	One Light Horseman in the warband may exchange Cavalry Spear for Standard	8

THE ARGONAUTS

Long thought a myth, the ancient cult of Hera known as the Argonauts has stepped from the shadows, roused to war by the Roman plunder of ancient sites of power. Sponsored by wealthy Greek patrons who remain faithful to the old gods, the Argonauts train warriors to be as bold as Jason himself and recruit mercenaries with no love of Rome, seeking to wrest artefacts of great power from the hands of corrupt Roman emperors, and protect them until such time as they can be used for the good of all.

WARBAND SPECIAL RULE: WHISPERS OF HERA

The goddess Hera reveals the enemy's tactics to the Argonaut Heroes. Whenever an enemy Hero successfully performs a Heroic Action within 6” of an Argonaut Hero, the Argonaut Hero may take a Presence test before the enemy action is resolved. If the test is passed, the Argonaut Hero immediately performs a single action (if he is eligible to do so), following all the normal rules, out of sequence. It does not matter if the Argonaut Hero has already been activated – this is a bonus action that interrupts the sequence of play. Once this action has been resolved, if the enemy model is still able to complete his Heroic Action, then he must do so, and complete his own activation before play continues as normal. If several Argonaut Heroes are eligible for this special rule, the Argonaut player may only choose one.

WARBAND COMPOSITION

Hero	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear	Number	Points Cost
Argonaut Captain	4	4	4 (+1)	4	4	4	3	Infantry	Leader	Hand Weapon, Heavy Armour, Shield	1	32
Oracle	2	3	3 (+0)	3	3	2	4	Infantry	Miracle (Foretelling), Touched by the Gods	Dagger, Staff	0–1	25
Heraclean Champion	4	3	4 (+1)	3	4	2	3	Infantry	Hardy	Hand Weapon, Heavy Armour	0–2	24
Orphean Champion	3	3	3 (+0)	3	3	2	–	Infantry	Miracle (Soothing Song)	Hand Weapon	0–1	18
Henchman	**ML**	**AC**	**PQ**	**AG**	**PR**	**HP**	**FT**	**Type**	**Special Rules**	**Wargear**	**Number**	**Points Cost**
Argonaut	4	4	3 (+0)	3	4	2	–	Infantry	–	Hand Weapon, Heavy Armour, Shield	1+	10
Mercenary Hoplite	3	3	3 (+0)	3	3	1	–	Infantry	Shieldwall	Light Armour, Shield, Spear	0–5	7
Mercenary Archer	3	3	3 (+0)	3	3	1	–	Infantry	–	Dagger, Longbow	0–5	9
Mercenary Horseman	3	3	4 (+1)	3	3	2	–	Cavalry	Devastating Charge	Cavalry Spear, Shield	0–3	15

OPTIONS

Hero	Option	Points Cost
Argonaut Captain	**Either** ride a Horse (Type becomes Cavalry, gains Devastating Charge)	8
	Or ride a Pegasus (Type becomes Cavalry, gains +1 HP, Devastating Charge and Fly)	20
Oracle	Take a Blessed Icon	10
Heraclean Champion	Take a Shield	2
	One Heraclean Champion in the warband may take Bodyguard (Argonaut Captain)	5
Orphean Champion	Take a Charmed Talisman	5
	Take Light Armour	2
Henchman	**Option**	**Points Cost**
Argonaut	Take a Spear	2
	Take up to 3 Javelins	1 per Javelin
	One Argonaut in the warband may exchange Shield for Standard	6

THE CULT OF SET

Although ruled by Roman governors, Egypt remains an alien land. Its people still worship bizarre deities, and its myriad tombs house mysteries barely understood by most Egyptians, let alone strangers to the realm. Of all Egypt's cults, that of Set is perhaps the most dangerous. Cultists of Set lurk in subterranean temples, conducting rituals to bring the wrath of their deity upon the Romans who dare to plunder Egypt's tombs and torture its priests. They see Rome's reckless pursuit of esoteric lore as an indication that Apep, Serpent of Chaos, has returned to the world, and it is the duty of Set to slay it once more, before the great curses of Egypt are unleashed…

WARBAND SPECIAL RULE: LIVING GODS

The cultists of Set see their Heroes as living embodiments of the gods, and are utterly devoted to them. Any Hero in a Cult of Set warband may use the To Me, Men! Heroic Action, not just the Leader. Furthermore, Cult of Set Henchmen have the Combat Skill special rule while they are within 6” of a friendly Hero.

WARBAND COMPOSITION

Hero	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear	Number	Points Cost
Priest of Set	2	3	4 (+1)	3	5	2	4	Infantry	Leader, Miracle (Spear of Set)	Dagger	1	38
Noble Chariot	4	3	4 (+1)	2	4	6	2	Chariot	Construct, Devastating Charge	Cavalry Spear, Composite Bow	0–2	52
Temple Guard	4	3	4 (+1)	3	4	3	2	Infantry	Bodyguard (Priest of Set)	Battle Axe, Light Armour	0–3	18
Henchman	**ML**	**AC**	**PQ**	**AG**	**PR**	**HP**	**FT**	**Type**	**Special Rules**	**Wargear**	**Number**	**Points Cost**
Settite Cultist	3	3	3 (+0)	3	3	1	–	Infantry	–	Hand Weapon	1+	6
Sea Peoples Warrior	4	3	3 (+0)	3	3	2	–	Infantry	–	Hand Weapon, Shield	0–5	8
Archer	3	3	3 (+0)	3	3	1	–	Infantry	–	Dagger, Longbow	0–5	9
Slave	2	3	3 (+0)	2	2	1	–	Infantry	–	Dagger, Sling	0–5	4
Chariot	3	3	4 (+1)	2	3	5	–	Chariot	Construct, Devastating Charge	Cavalry Spear, Composite Bow	0–2	40
Eternal Warrior	4	2	5 (+1)	2	2	3	–	Infantry	Multiple Attacks (2), Undead	Hand Weapon, Shield	0–3	16

OPTIONS

Hero	Option	Points Cost
Priest of Set	Take a Blessed Icon	10
	Poison his Dagger (gains Poisoned)	5
	Take Miracle (Restoration of the Mighty Dead)	6
	Take Miracle (Curse of the Desert Sands)	15
Noble Chariot	Poison its Composite Bow arrows (gain Poisoned)	8
	Poison its Cavalry Spear (gain Poisoned)	6
	Take up to 4 Javelins	2 per Javelin
Henchman	**Option**	**Points Cost**
Settite Cultist	Exchange Hand Weapon for Spear	1
	Take up to 3 Javelins	1 per Javelin
	Take a Shield	2
	One Settite Cultist in the warband may take a Standard (may not also take a Shield)	6
Sea Peoples Warrior	Take up to 3 Javelins	1 per Javelin
Chariot	Take up to 4 Javelins	2 per Javelin

THE PARTHIANS

Rome and the Parthian Empire have long been at odds, with open hostilities bookmarked by uneasy truces. With Rome at the door and civil war between feuding noble households never far away, the Empire is in decline. The cult of known as the Magi has existed for generations, controlling the fate of kings with its mastery of the dark arts and the favour of long-forbidden Mesopotamian gods. As Rome continues its desecration of the Magi's secret temples, signs of a coming catastrophe grow ever more ominous, for hidden beneath the ruins of civilisations far older than any could guess are secrets that Man was not meant to know; secrets that Rome would possess, and that the Magi would protect at all costs.

WARBAND SPECIAL RULE: CAVALRY DOCTRINE

Parthian Cavalry models may wear heavy armour without suffering the usual -1 Agility penalty. In addition, Parthian Cavalry models with shields may fight in close formation, gaining the Shieldwall special rule (p.30) even though they are not Infantry.

WARBAND COMPOSITION

Hero	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear	Number	Points Cost
Parthian Prince	3	3	3 (+0)	3	5	3	3	Infantry	Leader	Hand Weapon, Heavy Armour, Shield	1	28
Magus	2	3	3 (+0)	3	4	2	4	Infantry	Miracle (Summon Elemental)	Dagger, Staff	0–1	30
Royal Guard	4	3	4 (+1)	3	4	2	2	Infantry	Bodyguard (Parthian Prince)	Battle Axe, Heavy Armour	0–2	18
Lamassu	3	3	5 (+1)	3	5	5	4	Monster	Deadly Natural Weapons, Fearsome, Fly, Multiple Attacks (3), Petrify	–	0–1	68
Henchman	**ML**	**AC**	**PQ**	**AG**	**PR**	**HP**	**FT**	**Type**	**Special Rules**	**Wargear**	**Number**	**Points Cost**
Sparabara	3	3	3 (+0)	3	3	1	–	Infantry		Shield, Spear	1+	7
Slinger	3	3	3 (+0)	3	3	1	–	Infantry	Fire on the Move	Dagger, Sling	0–5	5
Zhayedan Archer	3	3	3 (+0)	3	3	1	–	Infantry		Composite Bow, Dagger, Heavy Armour	0–4	11
Horse Archer	3	4	4 (+1)	3	3	2	–	Cavalry	Devastating Charge, Parting Shot	Composite Bow, Dagger	0–4	14
Cataphract	4	3	4 (+1)	2	3	2	–	Cavalry	Devastating Charge	Cavalry Spear, Hand Weapon, Heavy Armour, Shield	0–4	18

OPTIONS

Hero	Option	Points Cost
Parthian Prince	Ride a Horse (Type becomes Cavalry, gains Devastating Charge)	8
Magus	Take a Blessed Icon	10
	Take Miracle (Curse of Endless Shadow)	20
	Take Miracle (Nightmare of Alû)	15
Royal Guard	Ride a Horse (Type becomes Cavalry, gains Devastating Charge)	8
	Take a Shield	2
Henchman	**Option**	**Points Cost**
Sparabara	Take Light Armour	2
	One Sparabara in the warband may exchange Shield for Standard	6

AUXILIA

Auxilia are hired swords – dispossessed warriors and priests who have left their homes to find fame and fortune, or to seek revenge on those who destroyed their lands. They often have no true allegiance and offer their services to any warband whose leader has enough coin to pay them.

RECRUITING AUXILIA

Players may recruit Auxilia when they create their warband, or later if they are playing in a campaign. Due to their rarity, no more than one of any type of Auxilia may be included in the same warband. Additionally, Auxilia do not count towards your warband's minimum complement of three models.

Auxilia come with the equipment and options listed. During battle, they count as part of your warband for all intents and purposes, although some warband special rules preclude Auxilia from their effects.

AUXILIA AS HEROES

Auxilia are Heroes, but they may never lead your warband. Additionally, the only Heroic Action they may ever use is Clash of Champions – the other members of the warband simply do not trust Auxilia enough to take orders from them!

PAYING A RETAINER

In addition to the cost required to hire an Auxilia model, you will also find a 'retainer' cost. This is the cost to retain the Auxilia's services from game-to-game during a campaign. This retainer must be paid when the battle ends, as long as the Auxilia survives. If the retainer cannot be met, the Auxilia leaves your warband, and a new Auxilia can be recruited by paying the full recruitment cost again. Note that any options you choose for an Auxilia are only paid for when hiring them – you don't have to pay for options a second time as part of the retainer. If an Auxilia model gives the warband any type of campaign bonus between games, the retainer must be paid before the bonus takes effect.

AMAZON

Almost lost to history, the cult of Amazons persists in secret enclaves, where dispossessed women still take up arms against invaders in the manner of their Scythian ancestors.

Auxilia	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear	Points Cost	Retainer
Amazon	4	4	3 (+0)	4	4	2	2	Infantry	Combat Skill, Fearless, Quickfire	Composite Bow, Hand Weapon, Light Armour	22	13
Options											**Points Cost**	
Ride a Horse (Type becomes Cavalry, gains Devastating Charge, and exchanges Quickfire for Parting Shot)											10	

CENTAUR SCOUT

These aggressive creatures of legend have the lower body of a horse and the upper body of a human. Secretive and insular, their skill at arms and woodcraft is much sought-after.

Auxilia	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear	Points Cost	Retainer
Centaur Scout	4	4	4 (+1)	4	3	4	2	Cavalry	Devastating Charge, Fire on the Move, Martial Pride, Parting Shot, Pathfinder	Short Bow, Spear	24	14
Options											**Points Cost**	
Take Light Armour											2	

MARTIAL PRIDE

Centaurs are notoriously proud warriors, who fight to the bitter end. If defeated in melee but not slain, they will re-roll failed tests to become Broken. If they remain Locked in Melee, the Centaur gains the Multiple Attacks (2) special rule until the combat ends.

CURSED SKINCHANGER

There are those even the Germanic tribes consider too savage – men whose hearts have been lost to the call of the wolf. Barely in control of their urge to kill, they sell their services to the highest bidder, sloughing off their human forms and taking their fill of carnage.

Auxilia	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear	Points Cost	Retainer
Cursed Skinchanger	4	2	4 (+1)	4	4	3	2	Infantry	Berserk, Deadly Natural Weapons, Multiple Attacks (2)	–	30	16

CYCLOPS

Solitary hunters of great wisdom, the Cyclopes are the last remnants of a race of one-eyed giants, said to be able to see into their own futures, and carry with them the burden such knowledge brings.

Auxilia	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear	Points Cost	Retainer
Cyclops	4	6	5 (+1)	2	4	4	3	Monster	Deadly Natural Weapons, Death Seer, Eagle-Eyed, Fearsome, Mighty, Multiple Attacks (2)	Celtic Lance	40	25
Options											**Points Cost**	
Take a Gigantic Club											4	

DEATH SEER

The Cyclops knows the moment of its own death, but is fated to fight on regardless, knowing that it is unavoidable. The Cyclops may re-roll any scores of a 1 when taking a Fate test.

DAUGHTER OF LAMIA

Lamia was a lover of Zeus, cursed by jealous Hera to become a daemon. Centuries later, her offspring still walk the earth – a race of cruel immortals cursed by vampirism.

Auxilia	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear	Points Cost	Retainer
Daughter of Lamia	4	4	4 (+1)	5	4	3	3	Infantry	Darksight, Fearsome, Miracle (Transfix), Multiple Attacks (2), Undead, Vampire	Hand Weapon	35	20

DEMIGOD

The fruits of the gods' ardour, demigods are immortals who must ever live in the shadow of their parents. Often used as pawns in the gods' capricious games, many ply their trade as wandering heroes, using their superhuman abilities for a greater cause.

Auxilia	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear	Points Cost	Retainer
Demigod	4	3	4 (+1)	3	5	4	4	Infantry	Touched by the Gods	–	40	26

Options	Points Cost
Take any number of the following characteristic upgrades (each characteristic may be upgraded multiple times, up to a maximum value of 6):	
- Melee +1	10
- Accuracy +1	8
- Physique +1	15
- Agility +1	8
Take up to two of the following:	
- Aquatic Movement	2
- Decapitarus	12
- Dodge	8
- Eagle-Eyed	6
- Evade	8
- Fearless	8
- Hardy	8
- Mighty	6
- Multiple Attacks (2)	12
- Warrior of Renown	12
Either take Light Armour	2
Or take Heavy Armour	5
Take a Shield	2
Take up to 2 Single-Handed Weapons (not Gladius)	2 per weapon
Take a Battle Axe or Warhammer	5
Take a Gigantic Club (if Mighty; no other melee weapon may be taken)	5
Either take up to 3 Javelins	2 per Javelin
Or take a Composite Bow	6
Ride a Horse (Type becomes Cavalry, gains Devastating Charge)	8

LOST LEGIONARY

With battles fought across the Empire, many soldiers of Rome have deserted or found themselves lost behind enemy lines. Many have little desire to return to the Legions, and instead sell their skills to whoever will keep them in wine and silver.

Auxilia	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear	Points Cost	Retainer
Lost Legionary	4	3	4 (+1)	3	4	2	2	Infantry	Combat Skill, Lost to the Empire	Gladius, Heavy Armour, Shield	20	12

Options	Points Cost
Either take up to 3 Pilums	2 per Pilum
Or take a Composite Bow	6

LOST TO THE EMPIRE

The Lost Legionary has turned his back on the Legions. He may not be hired by warbands from the Soldiers of the Eagle.

NECROMANCER

The forbidden art of death magic is said to have been practised long ago by priests and sorcerers amongst the Babylonians, Etrurians, Chaldeans and Canaanites. Those who tread this dark path are said to commune with spirits and raise the dead from their tombs.

Auxilia	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear	Points Cost	Retainer
Necromancer	2	3	3 (+0)	2	4	2	2	Infantry	Miracle (Raise the Bones)	Dagger	38	22
Options											**Points Cost**	
Take a Blessed Icon											10	
Take Miracle (Foretelling)											8	
Take Miracle (Restoration of the Mighty Dead)											8	

SICARIUS

Belonging to an ancient order of Judean assassins, the Sicarii are highly trained killers, whose hatred for Rome knows no bounds.

Auxilia	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear	Points Cost	Retainer
Sicarius	5	4	3 (+0)	4	3	2	2	Infantry	Ancient Enmity, Deadly Strike, Evade, Pathfinder, Stealthy, Two-Weapon Fighter	2 Daggers, Sling	38	21

ANCIENT ENMITY

A Sicarius will only join those warbands that share his hatred of Rome. Warbands from the Soldiers of the Eagle or the Order of Mithras may not recruit him.

STEALTHY

The Sicarius can hide in plain sight. The model may perform a Hide action even if there is no scenery nearby. Once hidden, a Sicarius will not be detected unless the enemy is within 8” of his position.

SCENARIOS

All games of *Broken Legions* are structured around a scenario, which provides both a framework for the game's setup and conditions for victory.

CHOOSING A SCENARIO

The simplest way to play a one-off game is for the players to agree on one of the scenarios from the table below, and set up the game in a mutually agreeable fashion. If you are playing a campaign game, however, or if you simply wish to select a scenario at random, you should roll a D5 to determine which scenario to play.

Scenario Selection	
D5 Roll	**Scenario**
1	Lost Treasure of the Gods
2	Lair of the Beast
3	Chance Encounter
4	Shrine of the Ancients
5	Darkest Before the Dawn

Each scenario provides all the information you need to set up the board, deploy your forces and determine a victor.

GAMING AREA

The size of your board will ideally vary depending upon the size of your game. The recommended size is 2' square for games of 100 points or less, 3' square for standard games of 101–250 points and 4' square for larger games or games with more than two warbands.

SCENERY

As a general guide, unless the scenario demands a specific type of scenery, you should aim to place at least one large scenery piece (6" diameter or larger), or two smaller pieces (up to 6" across, or long in the case of walls or hedges), for every square foot of table area. So, for example, a 3' square board with 9 square foot of table area might contain six large buildings and six walls. If you have really large scenery pieces, feel free to count them as two (or more) pieces – whatever looks good on your tabletop. Feel free to add more scenery if you wish, but note that the more scenery in play, the more tactical the game becomes.

Although you can place small pieces of 'scatter terrain' around the board, such as individual trees, rocks, monoliths, etc., grouping these pieces together will make for a more tactical setup and, if placed together on a base, can easily define areas of Difficult and Dangerous Terrain.

When placing scenery, players should agree on the number of pieces they want, and then take it in turns to place one. Start with the larger items, and move down to the smaller ones. If a player places a very large (e.g. a three-piece equivalent) piece, allow the next player to place the equivalent number of pieces (e.g. three regular pieces).

OBJECTIVES

Objectives are represented by markers, which are placed on the gaming area before the warbands are deployed. These represent stashes of treasure, buried artefacts of arcane significance, the remains of a great hero long thought lost, or perhaps just a strategic point that both sides wish to control. Objective markers do not count as scenery, and can be moved over freely.

At the start of a game, roll D5+1 to determine the number of objectives. Nominate a player to roll for the number of objectives. Starting with the warband with the lowest Infamy rating (p.59), players take it in turns to place an objective anywhere on the battlefield, though always at least 6" from a board edge and no closer than 8" to another objective marker.

At the end of a game, objectives controlled by a warband provide Victory Points (below) for the purposes of determining a victor. An objective is considered controlled if you have an unbroken, unengaged Infantry or Cavalry model within 3" of it, and closer than an eligible enemy model.

SPECIAL OBJECTIVES

Sometimes, as in the Shrine of the Ancients scenario, a scenic item will be treated as a Special Objective. The item retains all of its usual terrain rules in addition to being treated as an objective, as described above. A Special Objective counts as two regular objectives for the purposes of calculating Victory Points at the end of the game and experience in a campaign (p.61).

VICTORY POINTS

Victory Points (VP) are used to calculate victory at the end of a game. As they are won as the game progresses, it's important to keep a careful note of how many you score. At the end of the game, the side with the most VPs wins. If the number of VPs is equal, the game is a draw.

Victory Points	
Achievements	**VPs Gained**
Per enemy Henchman removed as a casualty	1VP
Per enemy Hero/Auxilia removed as a casualty	2VP
Per objective controlled at the end of the game	3VP
Per Wandering Monster removed as a casualty	2VP

WANDERING MONSTERS

Some things that are hidden do not wish to be found, and the relics of some gods have long been protected by ancient guardians. In a scenario that calls for the use of Wandering Monsters, foul creatures of legend are unleashed upon the battlefield, causing a hindrance or dire peril to both sides.

DEPLOYMENT

Some scenarios may take place in or around the lairs of savage creatures. In such a scenario, one player should roll on the table below before to see what Wandering Monsters are present. Alternately, players may simply agree which creature is going to make an appearance.

Wandering Monsters	
D5 Roll	**Wandering Monster(s)**
1	Chimaera
2	Gorgon
3	D5 Harpies
4	Hydra
5	Minotaur

Unless otherwise specified, Wandering Monsters are placed in the dead centre of the board, or as close as possible if the scenery does not permit.

ACTIVATION

Wandering Monsters in play are activated at the start of the Action Phase, before any other model. The player with Initiative decides which monster to activate first, and then players alternate activating any remaining Wandering Monsters until all have been activated.

When activated, Wandering Monsters follow these priorities:

1. Declare a charge against the nearest warband model.
2. If it is not possible to declare a charge, move as close as possible towards the nearest warband model within line of sight and attempt to target it with any available ranged attack.
3. If no warband model is in line of sight, or if no ranged attack is possible, players roll off – the winner may control the Wandering Monster this turn.

MULTIPLE MELEE

In melee, Wandering Monsters represent a third 'side' in a fight. When pairing off combatants, this requires a little more thought, using the following guidelines:

- Combats should only ever take place between two sides – either rival warriors, or a warrior and a Wandering Monster.
- Where multiple sides all have models in base contact with each other, players must split off combatants into two-sided fights. If possible, there should always be a single model on one side, fighting against one or more opponents – never multiple models on both sides.
- Where there are multiple possible opponents to split off, the player with Initiative always decides how the fights are split. However, Wandering Monsters may never be separated from a fight – if a combatant has to be split off so that he is fighting no-one, that combatant must be a warrior, not a Wandering Monster.

INTERRUPTING A CLASH OF CHAMPIONS

A model Locked in Melee against a Wandering Monster may not issue, or be the target of, a Clash of Champions action. In addition, a Wandering Monster is not held to the same code of honour as other warriors – it may charge a model currently engaged in a Clash of Champions, which will immediately cancel the Clash, and cause the combat to be split off as normal in the Melee Phase.

CHIMAERA

These monstrous, fire-breathing lions have additional heads – often those of a goat or snake – and a great serpent's tail.

Wandering Monster	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear
Chimaera	4	2	5 (+1)	3	4	6	–	Monster	Deadly Natural Weapons, Fearsome, Flaming Breath, Multiple Attacks (4)	–

GORGON

The daughters of a cursed creature of antiquity, the Gorgons are terrible creatures with bulbous eyes, writhing masses of serpents for hair, and a gaze that can turn men to stone.

Wandering Monster	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear
Gorgon	3	4	4 (+1)	4	5	4	2	Monster	Darksight, Deadly Natural Weapons, Fearsome, Multiple Attacks (2), Petrify, Quickshot, Regeneration	Longbow

HARPY

These winged servants of the Furies are a vile amalgam of woman and raptor. Cowardly at heart, they are lethal killers as a flock.

Wandering Monster	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear
Harpy	3	2	3 (+0)	5	3	1	–	Infantry	Darksight, Deadly Natural Weapons, Dodge, Fly, Multiple Attacks (2)	–

HYDRA

The many-headed Hydras are fearsome beasts, capable of regenerating even the most grievous wounds at an alarming rate.

Wandering Monster	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear
Hydra	5	3	6 (+2)	3	4	8	–	Monster	Aquatic Movement, Deadly Natural Weapons, Fearsome, Multiple Attacks (5), Regeneration	–

MINOTAUR

Bred in secret by wealthy men as guards for their greatest treasures, Minotaurs have the bodies of powerful men and the heads of monstrous bulls. Suffering the eternal pain of their unnatural condition, their fury is almost limitless.

Wandering Monster	ML	AC	PQ	AG	PR	HP	FT	Type	Special Rules	Wargear
Minotaur	4	2	5 (+1)	3	4	6	–	Monster	Darksight, Deadly Natural Weapons, Devastating Charge, Fearsome, Multiple Attacks (3)	Hand Weapon

SCENARIO 1: LOST TREASURE OF THE GODS

Portents and signs have drawn mystics and soothsayers to an ancient battleground, where they seek to scour the ruins of forbidden temples and break open the barrows of forgotten kings. Within, they are certain, lie secrets untold…

SET-UP

Mark two opposing board edges as the warbands' deployment edges – no scenery may be placed within 6" of these two edges. Select a number of scenery pieces (each approximately 6" across) to represent sacred sites – barrows, ruins, temples, sacred groves, stone circles, etc. Take three such pieces for a game of up to 100 points, four for games of 101–250 points and five for larger games.

Roll off to decide who begins placing scenery first. Players then alternate placing a sacred site, ensuring that they are at least 6" apart. Once all the sacred sites are placed, any remaining scenery may be placed as normal.

DEPLOYMENT

The warbands deploy on opposite edges of the board. Roll off to determine which player deploys first. That player chooses which board edge to deploy from and places one of his models within 4" of that edge. The other player then does the same on the opposite edge. Players alternate until all their models have been deployed.

SCENARIO SPECIAL RULES

SACRED SITES

When a model moves onto or into base contact with a sacred site, then it may search the site as a special action. Roll a D10 – on a score of 7+, the model finds something of value. Your warband immediately gains 2 VPs. In addition, that model has received an arcane blessing – it may re-roll its very next failed roll, test or contest. Each sacred site may only be searched once per turn.

VICTORY CONDITIONS

The game lasts for eight turns, or until one warband has been wiped out or flees. The side with the most Victory Points at the end of the game wins.

SCENARIO 2: LAIR OF THE BEAST

An intrepid warband delves into ancient catacombs to find relics of great significance. The caverns are not only patrolled by the enemy, however, but are guarded by a monstrous presence, sent to protect the sacred relics by the gods themselves.

SET-UP

Roll off to decide who begins placing scenery first. Try to represent an underground lair, labyrinth or series of caverns, using walls and rocky outcrops. Leave an area of clear terrain, some 6" in diameter, in the dead centre of the board.

DEPLOYMENT

Players roll off – the winner of this roll chooses whether to be the Attacker or the Defender. The Attacker begins by deploying his entire warband within 6" of a corner of his choice. This represents the entrance to the caverns (if the Attacker's warband is larger than 250 points, it may be necessary to increase the deployment area to 8" from the corner, to accommodate the extra models). The Defender then places all his models, at least 12" away from the centre point, and no closer than 8" to any of the Attacker's models.

SCENARIO SPECIAL RULES

DARKNESS

The game is played within the confines of some subterranean chamber. Whenever a model wishes to shoot at or charge an enemy, or needs to draw line of sight to a model for any other purpose, you must roll to determine how far they can 'see' on this occasion. Roll 2D10 – the total is the number of inches a model can see this time, but it must roll again the next time it tries to see anything.

OBJECTIVES

Roll for objectives, and place them as normal (p.52).

WANDERING MONSTER

Something worse than the enemy haunts these passageways – roll for a wandering monster, which is deployed in the dead centre of the board (p.53).

VICTORY CONDITIONS

The game lasts for ten turns, or until one warband has been wiped out or flees. The side with the most Victory Points at the end of the game wins.

SCENARIO 3: CHANCE ENCOUNTER

Two rival warbands stumble across each other in some far-flung part of the Empire. Neither side expected a fight, but both willingly take up arms. There will be no quarter given, and none asked!

SET-UP

Determine and place scenery pieces as normal (p.52).

DEPLOYMENT

The warbands deploy in opposite corners of the board. Roll off to determine which player deploys first. That player chooses which corner to deploy from and places one of his models within 8" of that corner point. The other player then does the same in the opposite corner. Players alternate until all their models have been deployed.

VICTORY CONDITIONS

The game lasts for eight turns, or until one warband has been wiped out or flees. The side with the most Victory Points at the end of the game wins.

SCENARIO 4: SHRINE OF THE ANCIENTS

After weeks on the march, a warband has arrived at its goal – an ancient shrine to long-forgotten gods, upon whose sundered altar lies a treasure vital to the future of the Roman Empire… or key to ensuring its destruction. Unfortunately, there are other relic-hunters present, and conflict seems inevitable…

SET-UP

Place a shrine, ruined temple, sacrificial altar or stone circle in the dead centre of the board – if this can be on raised ground, so much the better, but it must be accessible. Other scenery may be placed in the usual manner, though not within 4" of the shrine.

DEPLOYMENT

The warbands deploy in opposite corners of the board. Roll off to determine which player deploys first. That player chooses which corner to deploy from and places one of his models within 8" of that corner point. The other player then does the same in the opposite corner. Players alternate until all their models have been deployed.

SCENARIO SPECIAL RULES

OBJECTIVES

Roll for objectives, and place them as normal (p.52). The shrine is a Special Objective, and is used in addition to the objectives generated by the die roll.

VICTORY CONDITIONS

The game lasts for ten turns, or until one warband has been wiped out or flees. The side with the most Victory Points at the end of the game wins.

SCENARIO 5: DARKEST BEFORE THE DAWN

A warband has crept up on its foes under cover of darkness, determined to crush them in a daring dawn raid.

SET-UP

Arrange a rough campsite in the centre of the board, 12” in diameter, with plenty of space to manoeuvre between tents, cookfires and other camp detritus. Agree upon and place other scenery pieces as normal.

DEPLOYMENT

Players roll off – the winner of this roll chooses whether to be the Attacker or the Defender. The Defender begins by deploying his entire warband within the campsite. The Attacker then splits his warband into two halves (as evenly as possible), and then deploys one half within 6” of a corner of his choice. He then deploys the other half within 6” of the opposite corner.

SCENARIO SPECIAL RULES

DARKNESS

The game starts just before dawn, and uses all the same rules for Darkness as Scenario 2: Lair of the Beast (p.57).

DAWN BREAKS
From the start of the second turn, roll a D10. On the score of 7+, the sun rises and the Darkness rules cease to apply. Add +1 to this roll for every turn after the second, up to a maximum of +5 (so, +1 on turn three, +2 on turn four etc.).

SURPRISE ATTACK
The Attacker automatically wins the Initiative on the first turn of the game.

VICTORY CONDITIONS
The game lasts for eight turns, or until one warband has been wiped out or flees. The side with the most Victory Points at the end of the game wins.

CAMPAIGNS

Although many people like to pick up and play one-off games of Broken Legions, the only way to truly decide the fate of Rome is to play a campaign. The campaign system allows you to build your fledgling warband into a force to be reckoned with, and sets them on a path to glory.

To begin a campaign you will need at least two players, with warbands chosen from the lists provided earlier. More players are preferable, as the more warbands are involved, the longer the campaign will run, and the more time players will have to collect and paint new models to expand their force.

All participants should build a warband of 150 points – not one point more! Players pair off, and randomly roll a scenario to play. At the end of the scenario, the Post-Game Sequence (below) is followed, to see if the warband's warriors improve with experience, die of their injuries, or acquire new and exotic equipment. When all players in the campaign have played one game, the 'campaign turn' ends, and a new one begins.

The minimum number of campaign turns must be equal to the number of players in the campaign. Players can, of course, agree to play more turns.

If there are an odd number of players, the 'spare' player should be randomly determined each campaign turn, by rolling off or drawing lots. One of the players who has already played a game this turn will play again against the spare player, using the exact same warband composition they had at the start of the campaign turn. The players who plays twice does not gain any experience for the second game, win or lose, nor does he risk losing any further models.

INFAMY
The Infamy rating of a warband is used to calculate the overall winner of the campaign – the player with the most Infamy at the end of the final campaign turn is the winner.

As a campaign progresses, it is possible that some warbands begin to grow far more powerful than the others. Infamy is also used to level the playing field. For every full 25 points of difference between Infamy ratings at the start of any game, the warband with the lower rating gains one re-roll, which may be used for any roll, test or contest in the game.

THE POST-GAME SEQUENCE
Each campaign turn begins with two players completing a game between their warbands. At the end of the game, the Post-Game Sequence is followed, in the order shown below. As lots of random results are generated during this sequence, it is a good idea to make your rolls in the presence of another player, to witness your advances.

1. Injuries
2. Pay Retainers
3. Experience
4. Recruitment and Trading
5. Advances
6. Calculate Infamy

1. INJURIES

If a model is removed as a casualty during a game, then you must roll to see if it recovers or dies of its wounds. Auxilia must roll before you decide whether or not to pay their retainer.

Unless otherwise specified in the rules that follow, a model that was removed as a casualty in its previous game, but which recovers, earns no XP, and may play no further part in the post-game sequence. It will, however, begin the next game with all of its Hit Points, Fate and equipment intact.

HENCHMEN

Roll a D10 for each Henchman casualty in turn. On a 5+, the Henchman survives to fight another day, and may rejoin your warband. On a 1–4, the model dies of its injuries and is struck from your warband roster. Any equipment it had is lost.

HEROES & AUXILIA

Roll a D10 for each Hero or Auxilia casualty in turn, and compare the result to the following table:

Hero & Auxilia Injury

D10 Roll	Result
1–2	Dead. The model dies of its injuries and is struck from your warband roster. Any equipment it had is lost.
3	Not Quite Dead… The model remains a part of your warband, but must miss the next game. If the model is Auxilia, you may release it from service to avoid paying the retainer if you wish.
4–6	Getting Better… The model returns to action, remaining part of your warband. However, in the next game the model suffers a -1 Physique penalty.
7+	Full Recovery. The model recovers almost miraculously, not only remaining part of your warband, but contributing as usual to the rest of the post-game sequence. It still gains no XP for its part in the previous game, but may spend accumulated XP as normal.

DEATH OF A LEADER

If a warband's Leader dies as a result of his injuries, a new Leader must be found before the warband can continue in the game. If possible, the player must spend as much XP as necessary to recruit a new Leader model from their warband list, as detailed in the Recruit Warriors section of the Recruitment and Trading Phase. This is the only time a Leader model can be purchased.

If the player does not have enough XP to fund the cost of a new Leader model, then the Hero (but not Auxilia) with the next highest Presence in the warband becomes the Leader, immediately gaining the Leader ability. If several Heroes tie for Presence, the player may choose which one becomes his new Leader.

If there is no eligible model to become a Leader, and the player cannot afford to recruit an eligible Hero from his warband list, then the warband must retire from the campaign.

RETIRING

At the end of any campaign turn, a player might decide that his warband's losses are so severe that he should retire rather than continue. The warriors and equipment are lost, and the player may begin again with a fresh 150-point warband if they wish, joining the campaign in the next turn.

2. EXPERIENCE

Models that survived the previous game may earn experience depending upon their warband's performance, and their own personal efforts.

For each model in your warband, you should make a note when they achieve certain goals. At the end of the game, compare these achievements against the warband's overall performance to calculate how much experience (or XP) each model has earned.

Experience Model's Achievements	Warband Lost	Warband Drew	Warband Won
Per enemy Henchman removed as a casualty	–	–	1XP
Per enemy Hero/Auxilia removed as a casualty	1XP	1XP	2XP
Per enemy Leader removed as a casualty	1XP	2XP	3XP
Per Wandering Monster removed as a casualty	2XP	2XP	2XP
Controlled objective at the end of the game	1XP	1XP	2XP

Accumulated experience points may be spent in various ways. You may wish to save XP to spend on 'advances' for the model that earned the points. However, XP can also be donated to the warband as a whole, and converted them into points to spend on recruiting new warriors and purchasing equipment.

If you wish to pay Auxilia retainers, recruit new warriors or trade for items, you may trade in as many of your models' experience points as you wish, at a rate of 1XP = 5 points. These points should be recorded in the Store on the warband roster.

3. PAY RETAINERS

If you wish to retain the services of any Auxilia who survived the previous game, then you must do so now.

4. RECRUITMENT AND TRADING

Any remaining XP you have may be converted into points to spend on the warband, as described above, or used to advance the abilities of your models.

RECRUIT WARRIORS

New Henchmen and Heroes may be recruited from your warband list. These new models can only be equipped with options purchased from their entry in the warband list – additional equipment from the lists below may not be purchased for them until they have participated in at least one game.

The usual restrictions apply as to the number of particular types of warriors you may include in the warband. For example, no warband may have more than one Leader, and a Barbarian tribe may include no more than three Tribal Champions.

RECRUIT AUXILIA

You may also recruit new Auxilia for your warband, following all of the usual rules (p.47).

TRADING

The following items may be purchased for models in your warband, deducting the indicated cost from your Store.

Trading			
Melee Weapon	**Points Cost**	**Ranged Weapon**	**Points Cost**
Battle Axe	6	Short Bow	4
Buckler (Cetratus)	2	Composite Bow	6
Cavalry Spear	4	Longbow (Arcubus ligneis)	8
Celtic lance (Framea)	4	Javelin/Pilum	2
Falx	6	Sling	3
Flail	4	Throwing Knife	3
Gigantic Club	7	Throwing Axe	3
Gladius	4	Whip	5
Hand Weapon	3	**Armour**	**Points Cost**
Net	4	Light Armour	5
Punch Spike	2	Heavy Armour	9
Spear	3	Shield	3
Staff	2	Tower Shield (Scutum)	6
Trident	5	**Equipment**	**Points Cost**
Warhammer	6	Blessed Icon	10
Mounts & Animals (Heroes only)	**Points Cost**	Charmed Talisman	6
Horse	10	Standard	12
Warhound (models with Animal Handler only)	5	Torch	3

5. ADVANCES

If your models keep their XP, they may trade in the points to gain valuable skills and abilities. In order to buy an Advance for your model, you must spend a quantity of XP (3 for a Henchman, and 5 for a Hero), and follow the rules below. This XP cannot be shared around a warband – only the model that earns the XP can spend it on an Advance.

HENCHMEN

Henchmen have a lower aptitude for advancement than Heroes, and there is a limit as to how much they can learn. At a cost of 3XP, a Henchman may roll a D5:

Henchman Advancement	
D5 Roll	**Result**
1	No effect. The XP is wasted!
2–3	Good effort. The Henchman gains +1 to the characteristic of your choice for the duration of the next game.
4–5	Training Hard. The Henchman gains +1 to the characteristic of your choice permanently. No characteristic may be raised in this fashion more than once in a campaign.

HEROES & AUXILIA

Heroes and Auxilia, on the other hand, have a greater aptitude for learning, and may not only learn new skills, but might be favoured by the gods themselves with blessings! At a cost of 5XP, a Hero may roll a D10:

Hero & Auxilia Advancement

D10 Roll	Result
1	No Effect. The XP is wasted!
2–5	Training Hard. The Hero permanently gains +1 to the characteristic of your choice (except for Fate). No characteristic may be raised in this fashion more than once in a campaign.
6–7	Skilled. The Hero learns a new skill and may select one special rule from the following list: Bodyguard, Combat Skill, Deadly Strike, Decapitarus, Dodge, Eagle-eyed, Evade, Fearless, Fire on the Move, Know Thy Foe, Parting Shot, Pathfinder, Quickfire, Spy, Two-weapon Fighter. A Hero may never accumulate more than three special rules from this result in a single campaign.
8–9	Blessing. The Hero gains +1 Fate. He may receive a Blessing more than once in a campaign, but his total Fate value may never exceed 6.
10	A Mighty Gift. The Hero finds an Arcane Artefact – roll on the table below to see what he receives. If a Hero has previously gained an Arcane Artefact, he must re-roll until he gets a different result.

Arcane Artefacts

D5 Roll	Result
1	Magical Talisman. The Hero gains the ability to cast one of the following Miracles (choose when the Talisman is acquired): Arrow Warding, Foretelling, Light of Sol, Regrowth.
2	Arcane Armour. This replaces any armour the Hero already possesses. It grants its wearer a +2 Armour Bonus and one of the following special rules (choose when the Armour is acquired): Berserk, Darksight, Hardy, Fearsome, Mighty, Regeneration, Warrior of Renown.
3	Mystic Shield. This replaces any shield the Hero already possesses. It follows the usual rules for shields and grants its bearer a +1 Armour Bonus and one of the following special rules (choose when the Shield is acquired): Bodyguard, Devastating Charge, Fearless, Hardy, Touched by the Gods. Furthermore, the model is immune to the effects of Petrify.
4–5	Eldritch Weapon. Choose a weapon type, either Battle Axe, Gladius, Spear, Hand Weapon or Longbow. In addition to the normal rules for a weapon of its type, it has the Enchanted special rule, and one other rule from the following list (choose when the Weapon is acquired): Aqueous, Armour Piercing, Ensnare, Flaming, Multiple Attacks (3), Parry, Poisoned.

An Arcane Artefact may be traded during any Post-Game Sequence (as long as its bearer is still alive). If you choose to do so, remove the artefact from your warband roster and add D10x5 points to your Store.

6. CALCULATE INFAMY

The final step of a campaign turn is to calculate the warband's new Infamy rating, using the formula below, ready for the start of the next turn and the new round of games.

Infamy = (Number of models in warband + Total Fate Points in warband) x 5

Once that's done, the campaign turn ends. If it was the final campaign turn, then the warband with the highest Infamy wins!

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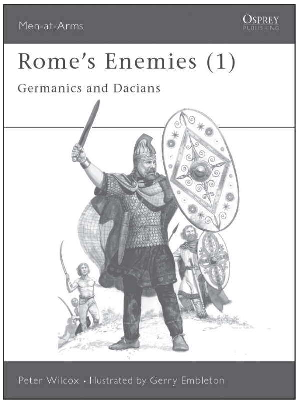
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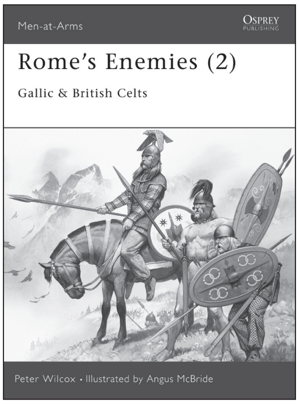
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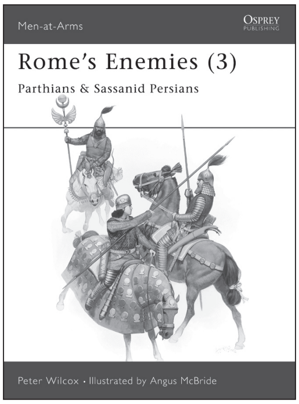
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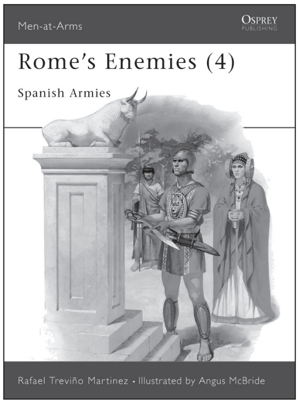
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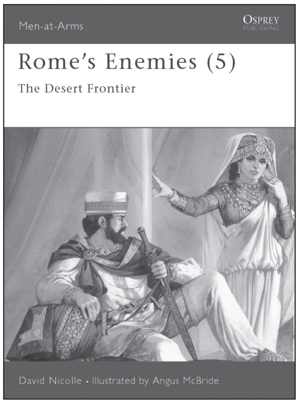
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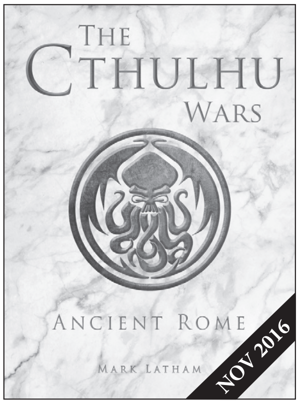
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